

GAMES

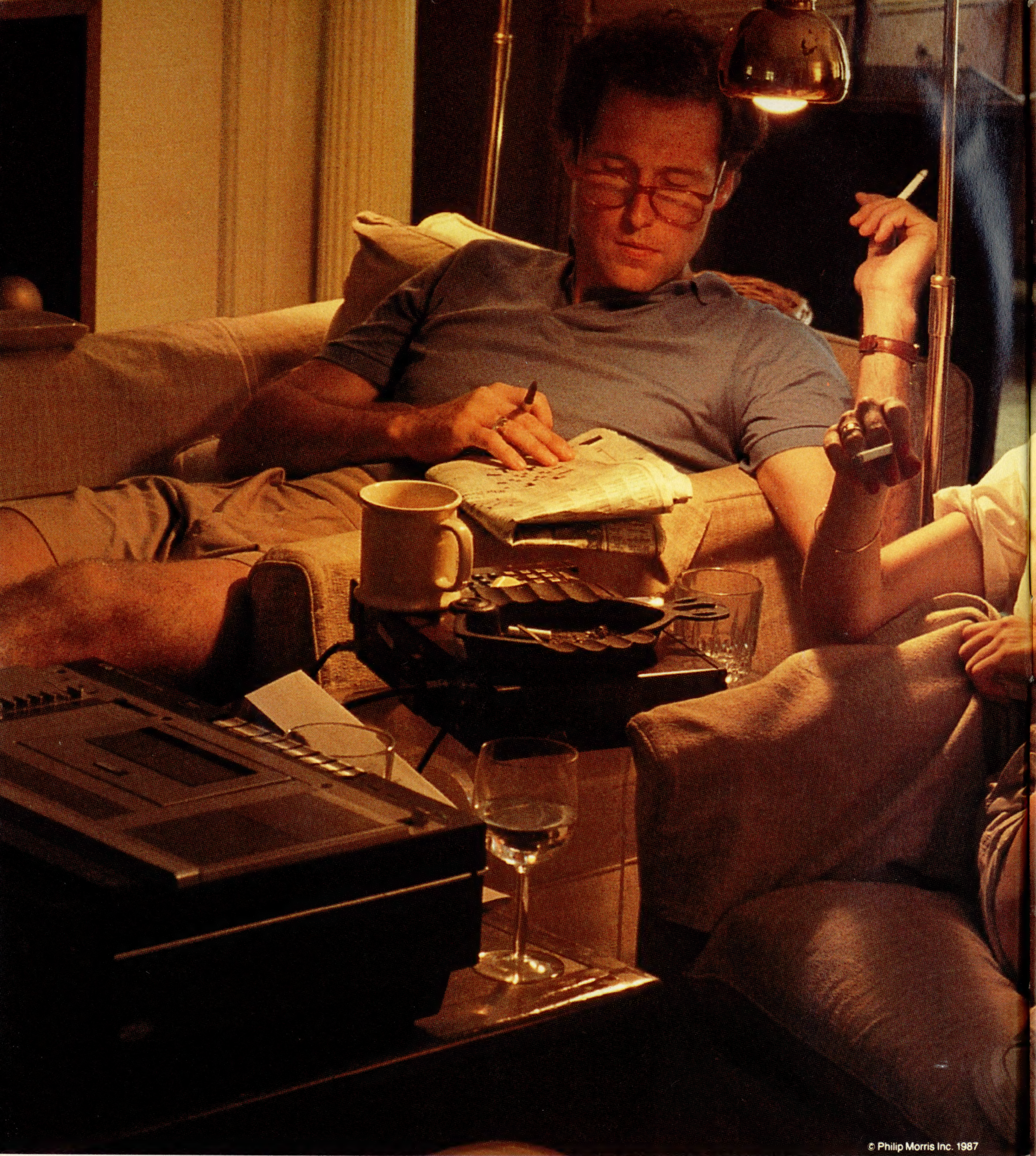
POLAR RESCUE

Land your plane in either open area (top or bottom), then find a route to the stranded explorer. You may move only to a sheet on the same level or one level lower than the one you are on.



Note: Each ice sheet is either one, two, or three levels above the water. Due to perspective, some sheets that appear to touch are actually on different levels.

Answer, page 60



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16 mg "tar," 1.0 mg nicotine av. per cigarette, FTC Report Feb.'85.

SURGEON GENERAL'S WARNING: Smoking By Pregnant Women May Result in Fetal Injury, Premature Birth, And Low Birth Weight.

For people
who like
to smoke...



BENSON & HEDGES
because quality matters.

FEATURES

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The Play's the Thing for Game Inventor Sid Sackson *Minda Zetlin*

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Can You Find the Fake Ad? **ANSWER, PAGE 58**

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Create a Feast of Words and You May Win a *Real* Feast

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Take Three, from September; Wit Twisters, from October

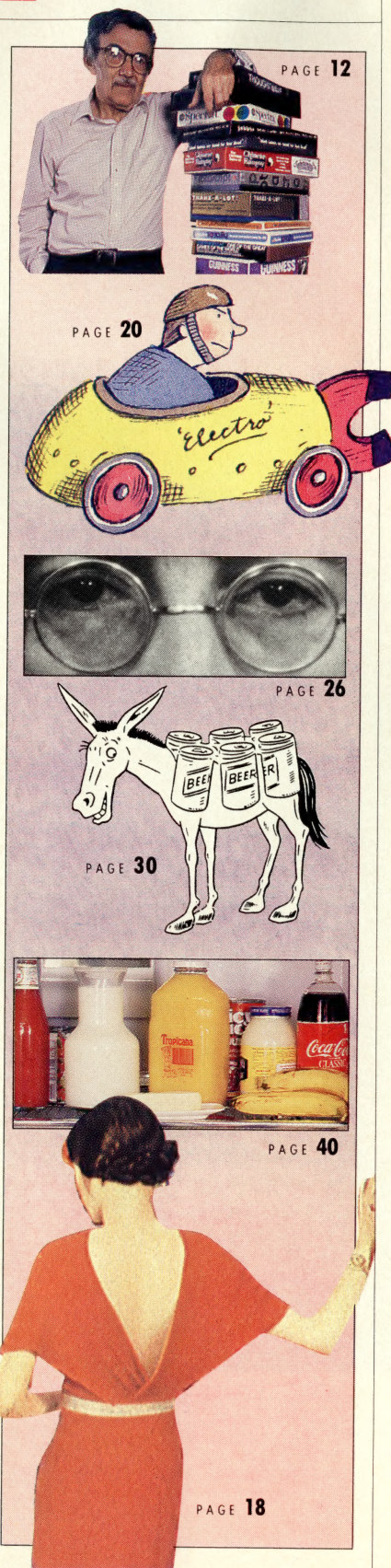
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DIFFICULTY RATING

Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk ★★★ Mixed Bag ★☆

Cover Illustration Min Jae Hong Cover Puzzle Don Wright



MADONNA TRUE BLUE	4 3 8 1 1	[SIRE]
*THE POLICE Every Breath You Take (Gt. Hits)	7 3 9 2 4	[A&M]
KENNY ROGERS They Don't Make Them...	5 1 1 7 4	[RCA]
*BOSTON THIRD STAGE	7 3 3 9 2	[MCA]
*CHICAGO 18	5 3 7 3 5	[WARNER BROS.]
RANDY TRAVIS Storms Of Life	7 4 0 4 6	[WARNER BROS.]
*TINA TURNER BREAK EVERY RULE	1 3 3 3 3	[CAPITOL]
*RIC OCEAK This Side Of Paradise	4 4 6 3 4	[GEPHEN]
THE CARS GREATEST HITS	5 3 7 0 2	[ELEKTRA]
*BENJAMIN ORR THE LACE	5 2 4 0 6	[ELEKTRA]
ALABAMA GREATEST HITS	2 0 2 4 7	[RCA]

HUEY LEWIS FORE!	5 4 5 7 0	[CHRYSALIS]
LIONEL RICHIE Dancing On The Ceiling	3 4 5 4 1	[MOTOWN]
*Steve Winwood Back In The High Life	5 3 2 7 1	[ISLAND]
THE JUDDS: ROCKIN' WITH THE RHYTHM	5 4 2 6 5	[RCA]
VAN HALEN 5150	7 0 2 2 0	[WARNER BROS.]
*DAVID LEE ROTH Eat 'Em And Smile	5 3 8 1 4	[WARNER BROS.]
HANK WILLIAMS, JR. MONTANA CAFE	6 1 2 3 6	[WARNER BROS.]
*PETER GABRIEL S0	1 4 7 6 4	[GEPHEN]
BILL COSBY ...You'll Understand	2 4 7 4 7	[GEPHEN]
LEVINE Mozart Syms. No. 40 & 41	0 4 8 1 0	[RCA]
*THE MONKEES Then & Now (Best Of)	5 3 1 8 3	[ARISTA]

ALABAMA THE TOUCH	5 3 7 8 8	[RCA]
*RATT Dancing Undercover	6 3 8 6 2	[ATLANTIC]
*WHITNEY HOUSTON	5 4 3 8 1	[ARISTA]
*Billy Idol Whiplash Smile	5 4 1 0 8	[CHRYSALIS]
OAK RIDGE BOYS SEASONS	5 4 3 1 2	[MCA]
EURYTHMICS Revenge	1 0 7 7 0	[RCA]
JOHN LENNON Live In New York City	4 4 4 9 7	[CAPITOL]
*LINDA RONSTADT For Sentimental Reasons	5 4 3 8 2	[ASYLUM]
GENESIS Invisible Touch	5 3 7 4 0	[ATLANTIC]
GLENN MILLER ORCH. In The Digital Mood	4 3 2 9 3	[GRP DIGITAL]
*DARYL HALL: 3 Hearts In The Happy Ending Machine	2 3 6 9 1	[RCA]
*REBA McENTIRE What Am I Gonna Do	4 3 9 9 6	[MCA]
ZZ TOP AFTERBURNER	6 4 0 4 2	[WARNER BROS.]
PRINCE PARADE	4 0 2 3 4	[Walters/Paisley Park]
GEORGE STRAIT #7	3 4 3 1 9	[MCA]

WOW! 8

TOP-STAR TAPES OR RECORDS

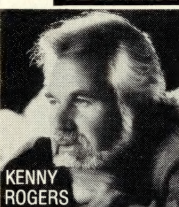
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- Ronnie Milsap: Lost In The '50s50310
- Anita Baker: Rapture73404*
- Horowitz In London62507
- Elvis: Valentine Gift For You54385
- Led Zeppelin: Houses Of The Holy34321
- Julian Lennon: Secret Value14803
- Bryan Adams: Reckless51540
- Prince: Around The World24370
- Bruce Hornsby: The Way It Is63918*
- The Judds: Why Not Me53640
- Lionel Richie: Can't Slow Down10767
- AC/DC: Who Made Who20774*
- Pachelbel Canon/Pallard33877
- Phil Collins: No Jacket20771
- Mike + The Mechanics44277*
- Simple Minds: Once Upon A Time42320
- Eagles: Gt. Hits ('71-'75)23481
- Pointer Sisters: Hot Together53694*
- Robert Palmer: Riptide33507*
- The Sound Of Music (Orig. Soundtrack) 00046
- Alabama: 40 Hour Week44559
- Dionne Warwick: Friends50246
- Jackson Browne: Lives In The Balance44295
- U2: Unforgettable Fire54515
- Tomita: The Planets34256*
- Madonna: Like A Virgin61153
- Ronnie Milsap: Gt. Hits 264324
- ZZ Top: Eliminator34129
- Barry Manilow: Paradise Cafe61489
- Pat Benatar: 7 The Hard Way44101
- Rubinstein: Chopin Waltzes01987
- Hall & Oates: Live At Apollo40625
- Dolly Parton: Gt. Hits14090
- Jimi Hendrix: Kiss The Sky61349*
- Huey Lewis: Sports44448

BILLY OCEAN Love Zone	5 3 6 7 9	[JIVE]
KENNY ROGERS 20 Greatest Hits	4 4 5 2 3	[LIBERTY]
*HOWARD JONES ONE TO ONE	3 4 0 1 3	[ELEKTRA]
*JANET JACKSON CONTROL	3 4 5 2 6	[A&M]
GALWAY & MANCINI IN THE PINK	5 1 7 5 8	[RCA]
.38 Special Strength In Numbers	5 4 3 1 1	[A&M]
HEART Double the music Count as one!	4 4 2 7 6	[CAPITOL]
TWIN SETS		
Come Dancing With THE KINKS (19 Hits)	6 0 0 7 7	[ARISTA]
ELVIS' WORLDWIDE GOLD AWARD HITS 1 & 2	1 3 6 9 0	[RCA]
BEACH BOYS Made In U.S.A.	6 4 1 4 3	[CAPITOL]
*IRON MAIDEN Live After Death	6 3 2 5 7	[CAPITOL]
28 SIXTIES SOUL CLASSICS	5 0 3 7 5	[ATLANTIC]



KENNY ROGERS



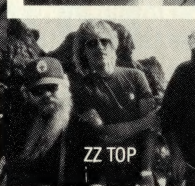
PHIL COLLINS



LIONEL RICHIE



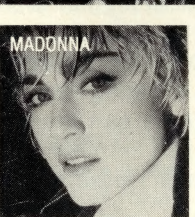
HALL & OATES



ZZ TOP



HUEY LEWIS



MADONNA



ALABAMA

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Start Now with 6 Hit Albums for 1¢! Yes, pick any 6 tapes or records for only a token penny. You agree to buy only 1 more hit at regular Club prices (usually \$8.98 to \$9.98)...and take up to one full year to do it. Then you can choose another album free as a bonus. That's 8 smash hits for the price of one and there's *nothing more to buy...ever!*

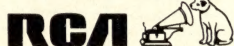
No Further Obligation Whatsoever! It's all up to you! You buy what you want...when you want to. This is one music offer that really is different. And you pocket the savings!

Exciting "Members-Only" Benefits. Approximately every four weeks, you'll receive MEDLEY, the Club's exclusive music magazine featuring the Main Selection in your favorite music category, plus hundreds of other hits. You will also receive six special sale issues crammed with hit tapes and records—some as low as \$4.98, \$3.98 and even \$2.98. In all, you'll have 19 convenient shop-at-home opportunities a year. As a member in good standing, send no money when you order, we'll bill you later. A shipping and handling charge is added to each shipment.

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1
TAPE
PENNY
HERE

Mail To: RCA Music Service, P.O. Box RCA 1, Indianapolis, IN 46291
I enclose 1¢. Please accept my trial membership in the RCA Music Service and send me the 6 hits I've indicated here under the terms outlined in this advertisement. I agree to buy just 1 more hit at regular Music Service prices in 1 year's time —after which I will receive a free bonus tape or record. (A shipping and handling charge is added to each shipment.)

2 SEND MY SELECTIONS ON (check one only): ☐ CASSETTES ☐ RECORDS ☐ 8-TRACK TAPES*

3 I am most interested in the following type of music—but I am always free to choose from every category (check one only):
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2 ☐ COUNTRY Alabama, Oak Ridge Boys, The Judds, Ronnie Milsap, Hank Williams, Jr.
3 ☐ HARD ROCK ZZ Top, Van Halen, Bryan Adams, Dire Straits
4 ☐ POP/SOFT ROCK Madonna, Lionel Richie, Phil Collins, Prince, Hall & Oates
5 ☐ CLASSICAL James Galway, Itzhak Perlman, Neville Marriner

4 RUSH ME THESE 6 SELECTIONS NOW
(indicate by number):

5 ☐ Mr. ☐ Mrs. ☐ Miss First Name Initial Last Name (PLEASE PRINT)
Address Apt.
City State Zip
Telephone () Area Code

6 Have you bought anything else by mail in ☐ last 6 months ☐ year ☐ never

RCA MUSIC SERVICE reserves the right to request additional information or reject any application. Limited to new members; continental U.S.A. only; one membership per family. Local taxes, if any, will be added.
Selections marked () not available on 8-track.

UH5 AH

GAMES Returns to Bimonthly Publication

As our cover date, February/March 1987, indicates, this issue marks the magazine's return to its original bimonthly frequency. (GAMES was published bimonthly, 6 issues per year, until late 1982.) It also marks the first issue under new ownership, headed by GAMES long-time management.

Both events represent the initial steps toward fulfilling our promise to become the first truly personalized consumer magazine—a magazine designed to serve your diverse interests in GAMES products, services, and information. In coming months, you'll be receiving more information about our frequency change as well as other developments concerning personalization.

Of more immediate importance, though, is our renewed promise to continue bringing you the best and most entertaining magazine we can produce. And, of course, you'll receive the full number of issues remaining on your current subscriptions, regardless of our frequency change.

We at GAMES are all very pleased and excited about these changes; and we hope to give you good reason to be, as well.

Regards,

Jerry Calabrese

Jerry Calabrese,
Publisher

GAMES

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QUALITY PAPERBACK BOOKS 22-23



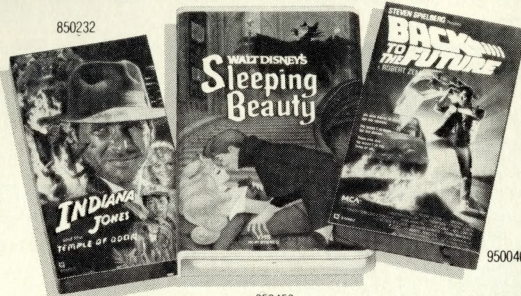
650134

WITNESS	450550
JANE FONDA'S NEW WORKOUT	150242
SILVERADO	450446
DUMBO	650142
WHITNEY HOUSTON: #1 HITS	450542
THE BIG CHILL	850056
DOCTOR ZHIVAGO	450132
THE JEWEL OF THE NILE	150250
BILLY JOEL: VIDEO ALBUM	650062
SUPERMAN: THE MOVIE	150476
PHIL COLLINS: NO JACKET REQUIRED	850400
BRIDGE ON THE RIVER KWAI	150066
RISE & FALL OF THIRD REICH	750424
RED CROSS FIRST AID VIDEO	250026
THE KILLING FIELDS	350260

TREASURE OF SIERRA MADRE	450526	TEEN WOLF	750504	JULIA CHILD: POULTRY	350252
THE SOUND OF MUSIC	450462	THE MUSIC MAN	350332	AN OFFICER AND A GENTLEMAN	750360
PADDINGTON BEAR	950370	TO KILL A MOCKINGBIRD	250516	THE WIZARD OF OZ	650552
ROMANCING THE STONE	950434	PRETTY IN PINK	550406	BEVERLY HILLS COP	650054
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OUT OF AFRICA	450366	THE EMPIRE STRIKES BACK	850144	HOME IMPROVEMENT / PLUMBING	850224
THE PHILADELPHIA STORY	650376	CHARLOTTE'S WEB	250106	COCOON	250114
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F/X	850160	SINGIN' IN THE RAIN	250452	CLOSE ENCOUNTERS OF THE THIRD KIND	950112
KING KONG (ORIGINAL)	750264	ALIEN	750014	STAR TREK III: THE SEARCH FOR SPOCK	450470
PEE WEE'S BIG ADVENTURE	450374	TOP HAT	950522	THE SWORD IN THE STONE	550502
JACK NICKLAUS: GOLF MY WAY	350236	THE AFRICAN QUEEN	550004	GHOSTBUSTERS	250202
THE VELVETEEN RABBIT WITH MERYL STREEP	950530	THE ROAD WARRIOR	950426	EVENING W/ ROBIN WILLIAMS	150154
		CITIZEN KANE	750110	B. CASSIDY & SUNDANCE KID	850072



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GREAT PRICES, MORE SAVINGS. The tapes you order (as few as 4 in the next two years) will be billed at regular Club prices—currently \$19.95 to \$79.95 plus shipping and handling, with most tapes costing less than \$30. If you wish to continue as a member after completing your enrollment agreement, you may join the Club's money-saving “buy one—

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So start your membership today by selecting any three tapes for just \$2.95 each. We'll send your introductory shipment along with more details of THE source for movies and more. The Time-Life Home Video Club.

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TIME LIFE
HOME VIDEO

TIME-LIFE HOME VIDEO CLUB Dept. 542A, P.O. Box 8520, Harrisburg, PA 17105-9990
I agree to buy 4 more tapes at regular Club prices in the next two years.

Send me these 3 tapes for \$2.95 each plus \$1.00 each for shipping and handling—a total of \$11.85.

PAYMENT OPTIONS ☐ My Check/Money Order is enclosed. ☐ Charge my introductory tapes and future Club purchases to:

☐ VISA ☐ MasterCard
☐ American Express

☐ Also send my **FIRST CLUB SELECTION:**

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Name _____ (Please print) Apt. _____
Address _____ State _____
City _____ Phone No. (____) _____
Zip _____

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Card No. _____

Exp. Date _____

Signature _____

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Along with your three introductory tapes, take your first Club Selection now for only \$14.95 plus \$1 shipping and handling. You'll save up to 80%—and reduce your membership obligation to only 3 tapes over the next two years.

LETTERS

HOW TIME FLIES

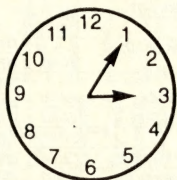
In "Can You Think Under Pressure?," the timed quiz that tested one's ability to follow directions (December, page 30), a clock face reading 3:05 was shown and readers were asked to circle "the number the minute hand will point to 35 minutes from now." Imagine my surprise when I found, according to your answer, that I was completely wrong!

Not being up on modern printing techniques, I never would have guessed that the hands could move! But 35 minutes later, I checked the clock, and I'd been right—it still said 3:05.

In fact, it still reads 3:05 today.

John Dutemple
St. Louis, MO

Try giving your copy a hard whack on the side.—Ed.



THE BIRDS

The clue for 20-Across in the puzzle "Three-Way" (September, page 35) was "Baltimore flyer" and was answered ORIOLE. While there are, of course, orioles flying in Baltimore, they are no longer known as Baltimore orioles. Due to hybridization, that bird is now grouped with other types of orioles under the general name "Northern oriole."

Robert and Virginia Loy
Summerville, SC

VALUED EXPERIENCE

Kudos on "Calclatrivia IV" (see Contest Results, January, page 50). My 13-year-old son, a math nut, spent a delightful summer working on this challenging project.

Together we traveled to libraries all over the state of Maryland, during which my son talked to reference and research librarians from all disciplines. He contacted experts and hobbyists. He used countless reference books, many of which we never knew existed. He learned a thousand new facts.

Winning entry or not, we know our son gained much just for the experience.

Kathryn B. Groth
Frederick, MD

HOLIDAYS AND MONDAYS

I too like to take the day off, but I don't observe Veterans Day on a Monday, as your holiday quiz "Take The Day Off" indicates (December, page 40). While Veterans Day was originally part of the Monday Holiday Bill, it was later removed from the bill, mostly at the request of various veterans groups who felt that the ceremony should take place at the eleventh hour of the eleventh day of the eleventh month.

Kristin Jensen
Liberal, KS

THE PATHS NOT TAKEN

1. You see the article "Horace Beam and the Paths of Fear" (December, page 10). If you decide to read it, go to paragraph 8. If you skip it, go to 4.

2. A reader who plays things too logically is a bore, and you eventually die of ennui. (Go back to 8).

3. A rest is just what you needed. With a clear mind and resumed vigor, you now realize that your best choice is sometimes, but not always, the obvious one. You also realize that your wife is getting suspicious each time you choose romance over logic. If you continue anyhow, go to 10. If you play it safe, go to 6.

4. You miss one of the best articles yet, you lazy klutz! (Go back to 1).

5. You read on, but are so weary that you keep picking dead ends. Enraged, you tear up the story and lose all hope of ever reaching the end. (Go back to 7).

6. You play it safe, never have any fun, and never get to the end of the story. However, you keep hearing about readers who did, and you're jealous of them for the rest of your life. (Go back to 3).

7. Good choice. Sometimes the logical path is the right one, but this time it's romance. However, now the romance has worn you out. If you decide to take a rest, go to 3. If you read on, go to 5.

8. You get swept up in the story of ace reporter Horace Beam. When you're asked to make the first choice, you can't decide between the logical route and the romantic route. If you pick logic, go to 2. If you pick romance, go to 7.

9. Nothing leads to 9, so if you're reading this, you're really lost! Start over at 1!

10. You become romantically entangled in the story. Your wife divorces you, leaving you plenty of time to wend your way to the story's conclusion and to write a dumb letter to the editor. Either way, you lose!

Mark Bordsen
Glendive, MT

My husband and I did the "Horace Beam" adventure together on a long car trip, and we thoroughly enjoyed it. Between the two of us, we polished the poor fellow off a couple of times but we managed to eventually get him out of each sticky situation. Thanks for a great adventure story.

Lesia Anderson
Whitewater, WI

LONG DISTANCE ROMANCE

The Your Move puzzle "Advice Versa" (December, page 4) paired contradictory proverbs with each other. My personal favorites, which didn't appear in the list, are "Absence makes the heart grow fonder" and "Out of sight, out of mind." I'm still not sure which one is right.

Sally Ryan
Fairfield, CT

HELLO THERE

I did a double take while trying to solve "Name Braids" (December, page 27), in which famous names were scrambled in braid fashion. Number 11, EDIT SHOO MANS, may have been answered THOMAS EDISON, but it meant something much more to me.

Edith Soomans
Greensburg, PA

LAUNDRY

If a reader finds a significant error of fact or a mistake that affects the play of a game, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

MISTAKES: DECEMBER

The answer diagram to "Word Mosaic" (page 37) contains a misprint. 31-Down is given as TROVE, crossing VER at the V. That V should be a P, making TROPE and PER.

Marian Gorman
Norfolk, VA

In the quiz, "Take the Day Off" (page 40), your list of federal holidays left out the most recent addition: Martin Luther King's birthday, the third Monday in January.

James D. Gallegos
Metuchen, NJ

Wainomoinen isn't Finland's Santa Claus, as you say in "Take the Day Off." He's the hero of the Finnish national epic, *Kalevala*. Santa's name in Finnish is Joulukukka.

Heidi Harvey
Humble, TX

In the quiz "Who Was That Man?" (Wild Cards, page 52), you claim that James Stewart played the title role in *The Man Who Shot Liberty Valance*. But at the movie's end we discover it was John Wayne's character who actually fired the shot.

Krisann Liddle
Chicago Heights, IL

NOVEMBER

In *The Games 100*, we recommended *Inquizitive from Alpha Games*. The game comes with 2,304 questions, not 768 as we stated.—Ed.

The Hard Clue for 104-Across in the Ornerly Crossword (page 47) is "Features of some pumps," and the answer is ANKLE STRAPS. But if a shoe has ankle straps, it can't be a pump; pumps have no fastenings at all.

Lucille Howell
Portland, OR

One question in your "Herculean Atlas Quiz" (page 54) ranks several countries in distance from the equator. You put Mexico and Tahiti in the wrong order; the southern tip of Mexico is almost three degrees (about 200 miles) closer to the equator than Tahiti.

Mark Panozzo
Sierra Vista, AZ

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04-S036

GAMEBITS

EDITED BY CURTIS SLEPIAN

BACHELOR PARTY

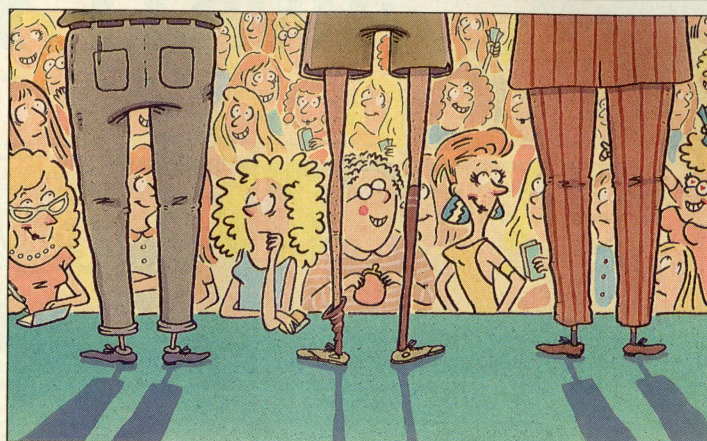
A good man is hard to find. And once you find him, he can be awfully expensive.

To raise money, March of Dimes chapters in Minneapolis, Seattle, Miami, Washington, DC, and other cities have been auctioning eligible bachelors to high-bidding women. For sale are not only dreamboats, but dream dates: picnics in the country, limousine-chauffered evenings, and candlelight dinners.

One such auction took place last spring at the Hyatt Regency Hotel in Baltimore. On the block were 27 men (all nominated by friends and co-workers) whose occupations ranged from media personalities to bank vice presidents. Hundreds of women, armed with checkbooks, credit cards, and cold, hard cash carefully studied their programs. "It was like a horse auction," said auctioneer Frank Russo. "The women would look at the men, check their physical constitution, and then read the program for the pedigree—age, height, occupation, date package, etc."

Bidding started off slowly, but soon reached hundreds of dollars. Radio reporter Mark Miller planned to take his date on a twilight aerial tour of the city, to an exclusive restaurant for dinner, and to brunch the next day. His package went for \$350. Cheryl Hanna paid \$1,000 for a picnic in the back lot of a TV station with the station's weatherman, Tony Pagnotti.

The high bid that evening was \$1,100 for a university professor, Gene Milbourne, whose bio read, "Absolutely nothing makes me special. I



possess no special skills or abilities except for a knack of apologizing." His date, Joni Lesage, went for the reverse psychology.

Some women pooled their resources and drew straws to determine which of them would go on the date. One woman sold

some of her stock to spend a day at the races with her bachelor. And a few ran up the limit on their credit cards. When clerks called to verify the credit cards, at least one surprised phone operator responded, "She's purchasing what?"

—Patricia N. Lazaro

gins by throwing a small wooden target ball (known as a *cochonnet*) about 10 meters. Then both teams take turns trying to throw or roll a steel ball (the *boule*) as close as possible to the target ball. A team gets a point for every one of their balls nearer to the target ball than any opponent's ball. The first team to get 13 points wins.

The 4,000 mostly French spectators at Épinal were treated to an unpleasant surprise when a father-and-sons team from the Netherlands defeated the French champions.

Equally startling was the domination of teams from North Africa. The quarterfinals pitted teams from Morocco, Algeria, Tunisia, and Switzerland against each other, prompting a French magazine to declare that there was "chocolate in the couscous" (for non-gourmets, couscous, a grain, is a North African staple, and chocolate is a major Swiss product).

The couscous eventually prevailed. In the finals, a tactical match that took two and a half hours, Tunisia defeated Morocco.

—Ulrich Koch

BOULED OVER

Take me out to the boule game. That was the cry heard last September in Épinal, France, the site of the 22nd World Pétanque Championship. One of France's national games, pétanque is another name for boule, a game played throughout the world. (In Italy, for example, boule is called bocce.) Indeed, 24 nations were represented at

the Championship, including the United States, Canada, Thailand, and Japan.

The rules of pétanque are about as simple as those of shuffleboard. Teams are composed of one to four players (three-man teams took part in the Championship). The game is played on an open stretch of grass, dirt, or sand. One team be-

At Épinal, teams from North Africa rolled past the competition.



MARY POWER

ULRICH KOCH

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The John Paul Jones Mechanical Bank. Hand cast. Hand painted. In a hundred-year-old tradition.

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MARSHAL M. ROSENTHAL (NYC)

With the LUMA picture phone, you can reach out and view someone.

PICTURE THIS

The picture telephone has been around for years. Not the actual phone, mind you—just the concept.

But now, finally, the picture phone is a reality. A modernistic desk phone, the LUMA contains a three-inch black-and-white monitor above a built-in video camera, which constantly takes pictures of the user. Phone calls are made the conventional way, while two LUMA owners swap images as well as gossip.

By pressing a button, the LUMA transmits your image to the other caller's monitor. Each time you press the button, another still image is transmitted in one of three different sizes. The smallest image takes about a second to transmit, the largest about six seconds. Since no picture can be sent until the one before it is received, LUMA users perceive them as a series of video snapshots.

Such technology doesn't come cheap. LUMA Telecomp, Inc., of Santa Clara, California, charges \$1,500 for the phone. No exotic hookups with additional line charges are required.

Though the quality of LUMA's picture isn't exactly what was promised at the 1964 New York World's Fair, you may still want to slip the "privacy panel" over the video camera if you've just stepped out of the shower.

—Marshal M. Rosenthal

CORRESPONDENTS' COURSE

#31. Want a postcard from the future? I'm a robot who doesn't always follow orders. Write c/o the Mars Hilton piano bar.

#1490. Medieval person wishes to write to other medieval people. Will discuss anything from courtly love to the Crusades. Please write.

In case you couldn't guess, these personal ads didn't appear in *Penthouse*.

They're from *The Letter Exchange*, a publication devoted to the supposedly dying art of letter writing. Though it contains brief essays on various aspects of letter writing, the core of this slim magazine is its personal ads, in which people seek pen pals to discuss any subject, from the poetry of Philip Larkin to Middle Eastern affairs.

The founder of *The Letter Exchange*, 43-year-old Steve Sikora, of Albany, California, started this one-man enterprise five years ago in his basement, and now counts about 3,000 subscribers.

Not all subscribers place ads, but those who do want to exchange ideas, not vital statistics. (In fact, listings never include anyone's real name or address. And if they wish, pen pals need never learn each other's true identity.) But the magazine has its playful side. In a popular section called Ghost Letters, "Various figures, mostly fictional and none of them real, look for ghostwriters," says Sikora. "Respondents answer listings as if they were the he, she, or it being addressed."

Although "ghostwriters" have taken on roles from Peter Pan and Travis McGee to Michael Jackson and Helen of Troy, most create their own personas. To wit: "#GL301. An 1890s Navaho woman seeks an exchange of views

with a Roman soldier."

Another epistolary outlet is the "pramle" (perambulating ruminatory amateur magazine, limited edition). Pramles are a kind of round-robin letter passed among six correspondents, each of whom adds a mis-sive to the batch. Subjects for pramles can be as heavy as the criticism of Lionel Trilling or as light as the group creation of a limerick.

A carpenter by trade, Sikora has just recently broken even financially with *The Exchange*. But his main goal isn't profit: "There are countless individuals out there with stories to tell. And there are thousands willing to listen. I try to get them together."

A sample copy of *The Letter Exchange* costs \$3.50. For a year's subscription (three copies), send \$9 to *The Letter Exchange*, P.O. Box 6218, Albany, CA 94706.

—Beverly Lauderdale

KING OF THE ROACHES

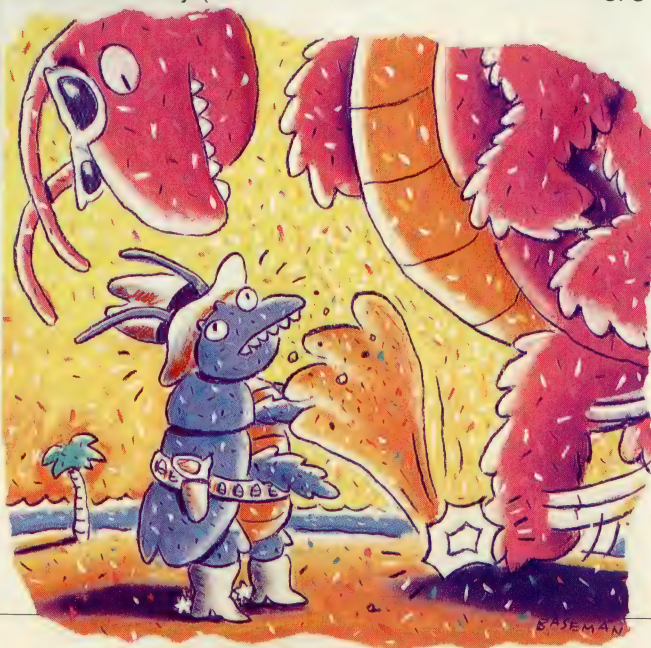
Not everything is bigger in Texas. Take cockroaches, for example. Last year a Dallas firm sponsored a hunt for the largest cockroach in that city (see

Gamebits, November, 1986). Several months later, in a tongue-in-cheek burst of civic pride, columnist Bob Morris of *The Orlando Sentinel* challenged his readers to show that Texas roaches are no match for Florida's bugs. "Their roach measured a measly 1.94 inches, and I knew we could do better," said Morris.

Sanctioned by the International Cockroach Society, Morris's contest drew 347 calls and letters, all of which Morris screened to make sure the roaches entered weren't too small or of the wrong species. At times, this entailed having to "talk a lot of the callers through the measuring process, like holding it down, finding a ruler, then measuring it."

On judgment day in the *Sentinel's* offices, the six finalists—all dead—were measured by digital calipers, while their proud owners described how they trapped them. The winning roach, named Longfellow, measured 2.429 inches, and brought its owner, Eloise Beach, the grand prize of \$200. Morris's contest spurred so much publicity that the *Sentinel's* Executive Editor, Steve Vaughn, was quoted as saying, "Roaches have been around for millions of years, and they've never received this much ink."

—C. S.



GARY BASEMAN

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the **G**uru **G** of Games

BY MINDA ZETLIN

*The Play's
the Thing
For Game
Inventor
Sid Sackson*

SOME MUSICIANS CAN LOOK AT a musical score and hear the melody in their heads. Sid Sackson claims he can do the same thing with games: By reading a game's instructions and looking at its equipment, he can envision clearly how the game will play—and whether or not it will be fun.

This isn't a God-given talent, but the result of long years of experience. Sackson, 66, has devoted most of his life to games. One of the world's foremost game inventors, he has created well over 500 games, of which about 50 have been marketed, written seven books about games, played about 3,000, and, according to *The People's Almanac III*, owns the world's largest collection of games.

A native of Chicago, the slight, soft-spoken Sackson seems more like a bookkeeper than a game player. But games have been a fascination, he says, for as long as he can remember. "In the good times, when I was growing up, my mother used to buy me a new game every week." A game a week? "It was my big treat," he explains.

Right from the start, Sackson worked on improving the games his mother bought him. "I sort of changed Uncle Wiggily so that there were four rabbits instead of just one. And I had the rabbits fight each other. It was a kind of miniature war game."

The first such twist on an old game Sackson was able to sell was *Poke*, a poker variation that was published in 1946 in *Esquire*. "It's a trick-taking game in which you get points for taking the trick as well as for having the higher poker hand, so you're trying to do two things at once," he says. "I



A sample of the 50 games Sackson has sold includes a number of foreign editions.

played that with my friends in high school." His two-handed version of bridge, called Slam, was published in 1951 in a syndicated bridge column.

Sackson also invented a solitaire war game that used the equipment from Lotto, a forerunner of Bingo that was popular at that time. "My family was moving from apartment to apartment from 1932 to 1939, and it was difficult to make friends," he says. "Since I was lonely, I would amuse myself by playing the game for hours."

By 1958, Sackson had invented scores of games—but had sold none. In the meantime, having gotten his start designing battleships during World War II, he'd become a successful engineer. One day he met another game inventor demonstrating his wares in Gimbel's, a New York department store.

"We started talking, and I men-



PHOTOGRAPHS BY NICK KOUJIS

tioned that I'd invented more than 100 games," Sackson says. "Later on, he told me that he had thought, 'Oh, no, another nut!' But we talked for a while and he decided I seemed pretty sane, so he finally took a chance and offered to introduce me to his agent."

The agent agreed to try to sell some of Sackson's games. A four-year wait followed, while various companies considered the products. Finally, in 1962, one firm agreed to buy a Sackson game called High Spirits.

However, "They sort of wrecked it," says Sackson. "I thought it was a pretty good adults' game, and they turned it into a mediocre kids' game." Meanwhile, Sackson was developing the solitaire game he'd played as a young boy. It was now a multi-player game called Acquire. Shortly after High Spirits was purchased, he sold Acquire to 3M. Not only was this the beginning of a beautiful friendship—

3M would buy six more of his games—it also turned out to be his most durable creation. First produced in 1962, Acquire still sells today.

Sackson's involvement with games kept on growing through the 1960s. By 1970, he was struggling to keep up not only with his inventions, but also with his engineering job and the game reviews he was writing for *Strategy & Tactics* magazine. Then Hallmark produced a summer-long exhibit of games at its New York gallery. "My agent arranged for me to go there and present my games one week," says Sackson. When he couldn't get a week off from his job, even without pay, he quit. "By then, I was making more money with games than as an engineer," he notes. He's been a full-time game inventor and consultant ever since. Sackson is also a contributing editor and regular reviewer for GAMES. Over the years, about a dozen

One of the world's leading game inventors, Sackson reveals a small portion of his 15,000-game collection.

of his pen and pencil, card, and board games have appeared in the magazine.

Being a game inventor takes a certain kind of mentality, particularly when abstract strategy games are a specialty, as they are with Sackson: "You need an orderly mind, and a command of mathematics, especially probability theory," he says. And you also need patience. For example, it took Sackson years to work the kinks out of Acquire, which evolved from a war game to a game with a business theme. On the other hand, the idea for his game Domination (which, under the name Focus, was the 1980 Game of the Year in West Germany) came to him in about five minutes.

Having invented so many games (Sleuth, Can't Stop, Venture, Holiday, Executive Decision, Blockade, and Major Battles and Campaigns of George S. Patton, to name just a few), does Sackson worry he'll run out of ideas? "Some industry people say there are only so many games," he says. "But it's not true. Just as we never run out of new jokes, we'll never run out of games."

Sackson draws his inspiration from practically anywhere. For instance, a friend of his invented a game in which players must move their pieces until they're all gathered in one group. Intrigued by this, Sackson created a version that works the other way round: Players must move their pieces until



Methodically sorted for future use are trays of bits and pieces of games—more than enough, Sackson says, to last him a lifetime of game inventing.

they're all separated from each other.

Bazaar, one of his more popular games, came about when his son, Dana, was studying trigonometry. "In trig, you often have long series of equations, like 'cosine squared equals one minus sine squared,' and you try to get from one equation to another. This struck me as a potentially interesting idea for a game. So I made a game with chips of various colors that are used to form equations like 'red equals blue, green, and yellow.'" Players get points by trading in their chips according to a varying set of such equations, trying to end up with a certain set.

Despite the nearly infinite potential for original games, Sackson complains that many games published today simply rehash old ones. "When trivia was big there were loads of trivia games. And there have been dozens of Monopoly knockoffs."

Worse yet, according to Sackson, are games that just don't play well. In one game he encountered, the first player could win on the first move. Then there are games whose instructions are impossible to follow. "It's surprising how companies will some-

“Some industry people say there are only so many games. But just as we never run out of new jokes, we'll never run out of games.”

times produce games that don't work. It seems like they're in a hurry to get a game out, and they figure it will only be around for a couple of years—so why not?"

Occasionally, these games that don't work can be a boon to Sackson, who has frequently been called upon by game manufacturers to fix them. For example, he was asked to update Mousetrap to make it a more competitive game, and, more recently, to improve the play of Doorways to Adventure and Doorways to Horror (reviewed this month in *Games & Books*, page 47), two VCR games.

To make sure that his games all play well, Sackson has them play-tested extensively by his wife Bernice (who would happily play games forever), his friends, and a local Mensa group. By that stage, his games are usually 90 percent finished. Sometimes Sackson's son is recruited for this task. "I have to twist his arm, and he's a rough critic. If he likes a game, I know it's really good," says Sackson.

What are the qualities Sackson himself likes in a game? "It should be easy to learn yet have infinite strategic possibilities, give you the chance to make choices, create interaction among players, and take a maximum of one and a half hours to play. Of course, there are a few exceptions—Diplomacy takes a long time to finish, but it's still a great game."



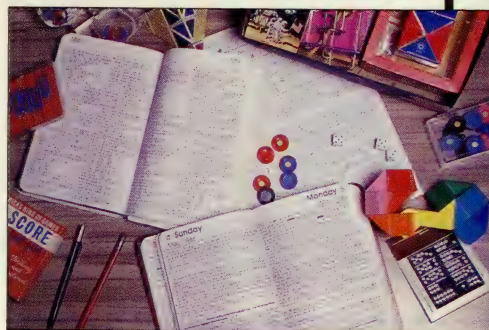
Sackson constructs his own game prototypes from cardboard, plastic, and old game pieces like those shown above.

Not satisfied with inventing, reviewing, fixing, and playing games, Sackson also collects them. Three rooms of his house in New York City, as well as the entire basement, are filled with board games stacked from floor to ceiling. Like the Chinese box-within-a-box, these game boxes sometimes contain two, three, four, or even 10

different games, crowded together to economize space. And file cabinets hold reproductions and detailed descriptions of thousands more games. All in all, Sackson has, or has reference material on, more than 15,000 different games, the largest such assemblage anywhere.

Although he stores his games in no apparent order or system, Sackson can swiftly locate any of them, seemingly by some inner map. But for the most part, when it comes to games, Sackson leaves very little to chance. For more than 20 years, he has kept meticulous, indexed journals detailing every piece of information, however slight, he learns about a game.

Nothing that has to do with games escapes his thorough collector's eye. In the basement, across from a pile of



Sackson's detailed journals give evidence that a game inventor needs an "orderly mind."

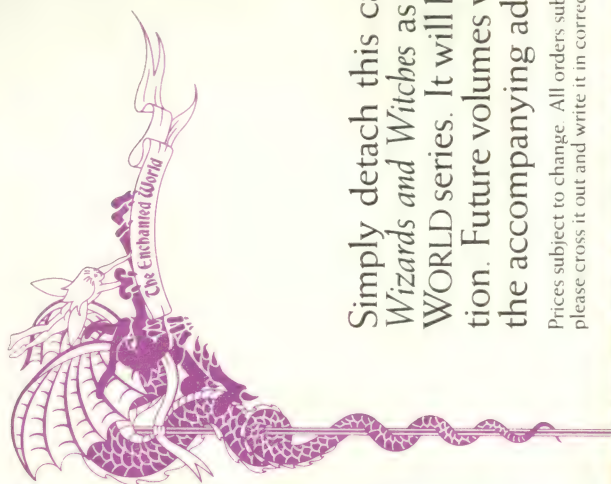
children's board games ("I'm saving these for my daughter Dale's children to play with," Sackson says) is a plastic cabinet made of tiny compartments that appear to be filled with brightly-colored penny candies. Actually, they hold game pieces, thousands of miscellaneous tokens, chips, or other objects that Sackson may one day find useful in creating game prototypes. Sackson's handmade prototypes, waiting to be perfected, are stored upstairs in cardboard boxes, and, in the case of one three-dimensional game, in a wig box donated by his wife.

Sackson doesn't collect games for their monetary value, but because he's interested in how they play. Almost none are in mint condition, some

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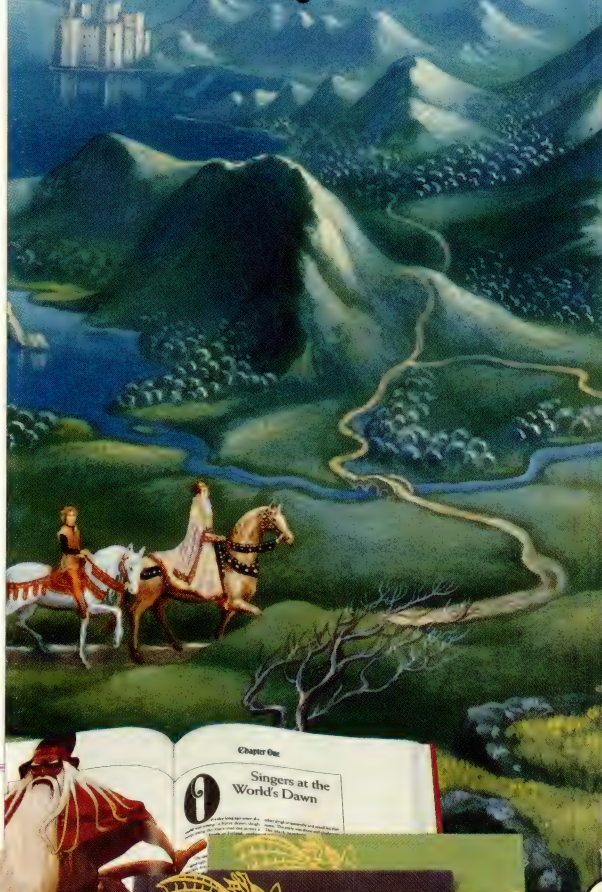


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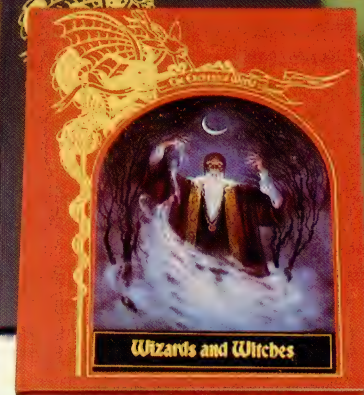
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Having invented so many games (Sleuth, Can't Stop, Venture, Holiday, Executive Decision, Blockade, and Major Battles and Campaigns of George S. Patton, to name just a few), does Sackson worry he'll run out of ideas? "Some industry people say there are only so many games," he says. "But it's not true. Just as we never run out of new jokes, we'll never run out of games."

Sackson draws his inspiration from practically anywhere. For instance, a friend of his invented a game in which players must move their pieces until they're all gathered in one group. Intrigued by this, Sackson created a version that works the other way round: Players must move their pieces until



Methodically sorted for future use are trays of bits and pieces of games—more than enough, Sackson says, to last him a lifetime of game inventing.

they're all separated from each other.

Bazaar, one of his more popular games, came about when his son, Dana, was studying trigonometry. "In trig, you often have long series of equations, like 'cosine squared equals one minus sine squared,' and you try to get from one equation to another. This struck me as a potentially interesting idea for a game. So I made a game with chips of various colors that are used to form equations like 'red equals blue, green, and yellow.' " Players get points by trading in their chips according to a varying set of such equations, trying to end up with a certain set.

Despite the nearly infinite potential for original games, Sackson complains that many games published today simply rehash old ones. "When trivia was big there were loads of trivia games. And there have been dozens of Monopoly knockoffs."

Worse yet, according to Sackson, are games that just don't play well. In one game he encountered, the first player could win on the first move. Then there are games whose instructions are impossible to follow. "It's surprising how companies will some-

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What are the qualities Sackson himself likes in a game? "It should be easy to learn yet have infinite strategic possibilities, give you the chance to make choices, create interaction among players, and take a maximum of one and a half hours to play. Of course, there are a few exceptions—Diplomacy takes a long time to finish, but it's still a great game."



Sackson constructs his own game prototypes from cardboard, plastic, and old game pieces like those shown above.

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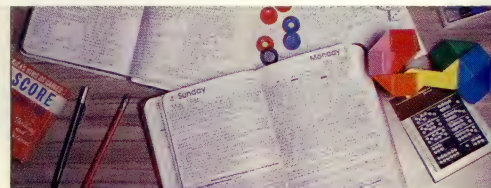
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Sackson's detailed journals give evidence that a game inventor needs an "orderly mind."

children's board games ("I'm saving these for my daughter Dale's children to play with," Sackson says) is a plastic cabinet made of tiny compartments that appear to be filled with brightly-colored penny candies. Actually, they hold game pieces, thousands of miscellaneous tokens, chips, or other objects that Sackson may one day find useful in creating game prototypes. Sackson's handmade prototypes, waiting to be perfected, are stored upstairs in cardboard boxes, and, in the case of one three-dimensional game, in a wig box donated by his wife.

Sackson doesn't collect games for their monetary value, but because he's interested in how they play. Almost none are in mint condition, some

Long ago, everything you ever imagined was all very real.



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Are You Game?

The good news for aspiring game inventors is that, according to Sid Sackson and other pros, games are among the easiest products to think up. The bad news is that they're among the hardest to sell. And once you do sell your first game, says Sackson, "it's easier, but still not easy."

How do you break into the business? "First, find out what's in the market and make sure you have an original idea," Sackson advises. "Whenever an article comes out about how much money was made on Trivial Pursuit or Monopoly, people suddenly convince themselves they've invented a game—and it's really something they played as a child."

When you're certain that your idea really is yours, make a workable prototype, he says. "It doesn't have to be beautiful. Then have it tested, and not just by friends, who tend to be kind. Try to get it tested by as many different people as possible."

Once your game is ready to be looked at by a game company, the next step is to get an agent, Sackson says. (A listing of a few agents can be found in *Playthings* magazine 1986-87

Directory Issue. To order a copy, send \$18 to Geyer McAllister, *Playthings* magazine, 51 Madison Avenue, New York, NY 10010, or call (212) 689-4411.) But be prepared: Games agents take a hefty 50 to 70 percent of their clients' fees. So why do you need one? "The games companies have had a lot of copyright suits, some of them legitimate, but many of them nuisance suits," Sackson explains. This has made them very reluctant to look at anything new, unless it comes from someone they know or from an agent. They are concerned about being sued for plagiarism if they put out anything even remotely similar to a game they've rejected.

On the other hand, says Sackson, if a game company does look at your game, there's little reason to worry about theft: "Game companies are very honest."

In fact, one acquaintance of Sackson's invented a game called Decisions, Decisions, which was put out by Cadaco and received little attention. At the same time, Milton Bradley had developed, in house, a slightly similar game called Stay Alive. At the last minute, Milton Bradley noticed the

Cadaco game. Out of a feeling of moral obligation, it offered to pay Cadaco a royalty on Stay Alive, which, over the years, has paid the game's inventor much more than Decisions, Decisions.

The alternative to selling a game to a game company, which is very hard, is to try marketing it yourself, which is very expensive and risky. Just having a good game is not enough. "Every year when I go to Toy Fair [a major toy and game convention held in New York City each February], I see dozens of games that are being put out independently," Sackson says. "Some of them are excellent. Nonetheless, they're virtually all gone the next year."

Of course, there are major exceptions, such as the best-selling Trivial Pursuit and Pente, a game that is similar to the Japanese game ninukirenju. Pente's inventor recently sold his game to Parker Brothers for a rumored \$1 million. "But he had to spend two years of his life going around with Pente and trying to get it in stores," observes Sackson. "Of course, \$1 million for two years isn't bad." —M.Z.

are duplicates ("I can't resist buying old games of Risk for their wooden pieces," he says, pointing to nine of them stacked on a shelf), and more than a few are silly, like Let's All Skinny Dip, an off-color board game meant to be played poolside. But Sackson does own several antique games, including Lightning, a 19th-century board game somewhat similar to the connection game of Twixt.

Sackson's own games have been published in many foreign editions; the most unusual were Japanese versions of Totally, Pushover, and Intersection, the rules of which come on records. In fact, Sackson owns a sizeable collection of foreign games, including a large number from Germany. Per capita, says Sackson, Germany publishes the most games: "Germans consider it the parents' duty to play games with their kids—but they avoid all war games."

Many games in Sackson's collection reflect the political and social currents of their times. For instance, from the early 1970s are Who Can Beat Nixon?, The Watergate Caper, and Beat the

Draft. A game called JFK—Just For Kicks, poked fun at John F. Kennedy, but "when he was shot, they quickly had to pull it off the shelves," says Sackson.



Sackson's game collection stacks up as the largest anywhere.

An inspection of Sackson's games also turns up Nuclear Armageddon, a game that sells for \$130, partly, no doubt, because its playing pieces, like the plaster mushroom clouds, are handmade. And there's The Godfather Game, which came in a styrofoam violin case, and is based, Sackson says, on the classic Oriental strategy game of go, of all things. A New York congressman tried to have it removed from stores because of its Mafia connotations, but, Sackson notes, "he only succeeded in bringing the game more publicity."

In addition to games, Sackson owns hundreds of books about games, in nine languages. Among the jewels of his collection (besides his own book, the classic *A Gamut of Games*, a compendium of original card, board, and party games, which was reviewed in February 1983 *GAMES*) is a 1752 pirated edition of Edmond Hoyle's *A Short Treatise on the Game of Piquet*. Another dusty book, published in 1803, details a Prussian game that Sackson likens to a "very complicated version of chess. The board is about 100 by 80

spaces, and each space is actually a cube that can present one of six sides. So there's an infinite variety of possible boards. The game was designed to teach army officers military strategy."

His oldest book dates back to 1580—it's dedicated to Catherine de Medici—and contains 100 games, most of which are trivia quizzes. (They were popular 400 years ago, too.)

Outside of inventing new games, Sackson's biggest concern is finding a good home for his collection. Some years ago, he was invited to bring it to the Boston Children's Museum and to remain there as curator. Unfortunately, the logistics weren't right and he had to turn down the offer.

"I need about half a year to get it all catalogued," he says. "And I never seem to get that half year." Any institution that adopted his collection would need him to come along with it to get it into shape, he says.

How did Sackson come to own the world's largest game collection in the first place? "When we got married in 1941, my wife and I spent a lot of time doing jigsaw puzzles," he says. "But we got sick of that pretty quickly, and switched to games. We were friends with another couple who also enjoyed games, and throughout the war and afterward they would come over almost every week and play."

The transformation from casual game-buyer to collector happened partly because, as a reviewer for *Strategy & Tactics*, Sackson received many review copies of games. "Then I discovered rummage sales and I really got going," he says. "It's definitely turned into an addiction."

So much so that when a friend called Sackson in New York and mentioned that he'd seen a game called Circo-Logic in Philadelphia, Sackson and his wife immediately hopped in their car and drove there to hunt it down. What makes this more remarkable is that the friend couldn't remember exactly where he'd seen the game, but Sackson found it nonetheless.

Surrounded by games, it's impossible to resist asking Sackson what his favorite is. For him, it's a common question. "I can't single one out," he says. "I usually answer by saying that if I had to pick just one game to play for the rest of my life, it would be duplicate bridge. But I would really hate to be in that position."

Minda Zetlin is a New York-based free-lance writer and a regular contributor to *GAMES*. Her most recent feature, on the English game inventor, Trevor Pepperell, appeared in the November 1986 issue of *GAMES*.

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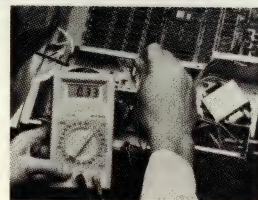
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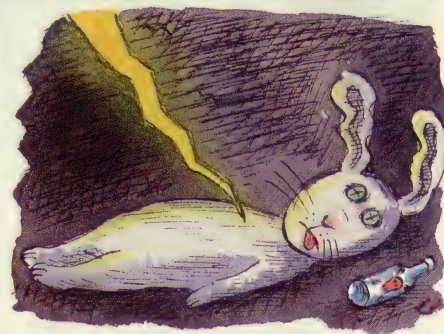
The images on these pages may look like odds & ends, but there is rhyme & reason to the selections. By pairing items from the left page with items from the right, you can form 26 familiar expressions of the form "this & that." For example, by matching

the woman's back (lower right on the opposite page) with the fourth of July (upper right on this page), you can make "back & forth." And, should you feel down & out while pairing items, you can find the answers, kit & caboodle, on page 59.



Call Our Bluff Pulls a Sting

THAT'S CHEATING!



by Neil Steinberg

★☆☆

Just the other day we were playing a friendly game of Monopoly with Jeremy Piltdown. Needing to roll a 7 to land on Boardwalk, Jeremy tried to slip a pair of loaded dice into the game. When we caught him red-handed, Jeremy, that connoisseur of connivance, attempted to mollify us by saying that it takes as much skill, preparation, and ability to win in an underhanded way as it does to win aboveboard. Seeing that we didn't buy that theory (and that we were moving angrily in his direction), he quickly remarked that his little act of deception paled beside those committed by the "great" cheaters in history, some of which he recounted to us. Of course, knowing Jeremy, we figured that his trickster hall of infamy was rigged. Can you find the bogus bamboozlers he's craftily planted in this crew?

ANSWERS, PAGE 60

The Tell-Tale Bunny

In the early years of the 20th century, thanks in part to H. G. Wells's novel, *The War of the Worlds*, the idea of a "death ray" captivated the public. Even scientists of the time claimed death rays could soon become a reality. So it seemed reasonable when, in 1916, Dr. James Shearer, a young captain in the British Army, announced that he had invented a ray that would "save millions of lives and end the war in 10 days." He presented his blueprints to the Army, and a demonstration was arranged. Shearer set up his machine and turned the beam

onto a caged rabbit. Several minutes passed while Shearer made adjustments, until finally the rabbit collapsed and died. The Army brass was impressed, but a lab assistant, ignoring Shearer's orders to bury the rabbit, performed an autopsy and discovered that the rabbit had been poisoned by a time-release strychnine capsule. At Shearer's court-martial, it was revealed that he wasn't a captain or a doctor, and that his equipment was made from a discarded x-ray machine. Shearer was sentenced to three years in prison.

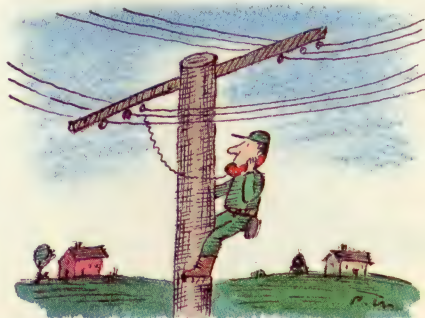
Offensive Lineman

WLS AM 89, a Chicago radio station, captured the interest of thousands of people when it offered a Mercedes-Benz as the prize for a phone-in contest. The rules of the contest were simple—the 89th caller after 6 P.M. on May 25, 1977, would win the car. As the fateful hour approached, the station's switchboard was jammed with phone calls. The winning caller was a certain Frank Arginziano, who ecstatically gushed, "This is the luckiest moment of my life!" But more than luck was involved. A suspicious

station manager learned that Arginziano worked as a lineman for the telephone company. An inquiry by the company eventually revealed that Arginziano had simply tapped into the telephone exchange box outside the station, cut all the lines just before 6 P.M., and put his own call through on every line. Arginziano lost his job, and the car was given away a month later in a postcard drawing.

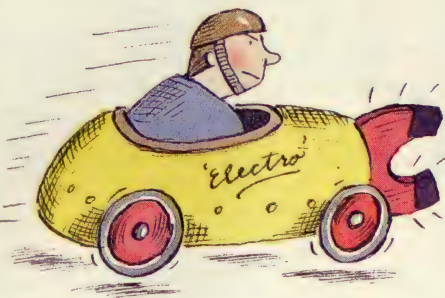
Pole Position

Stella Walsh Walasiewicz, a Polish-born American, won a gold medal for Poland's national team in the 100-meter dash at the 1932 Los Angeles Summer Olympics. Thus began a long career in women's track that saw Walasiewicz win eight more Olympic gold and silver medals, not to mention 1,100 other awards in 30 years of competition. Eventually she retired and settled in Cleveland where, after she was shot and killed in a robbery attempt in 1980, an autopsy revealed that Stella was a man.



Strange Attraction

On August 16, 1973, James S. Gronen, 14, won the All-American Soap Box Derby at Akron, Ohio. Within days Gronen was stripped of his title and the \$7,500 scholarship he had won after it was discovered that an electromagnet was hidden in the nose of his racer. At the start of the race, the electromagnet had pulled the car toward the metal starting gate, giving Gronen a winning boost. Gronen's uncle, who was charged with contributing to the delinquency of a minor, later said he had suggested the boy



should cheat because "cheating is a common Derby practice."

He's No Dummy

The Miss New Mexico pageant of 1972 was like most beauty contests: Contestants modeled evening gowns and bathing suits, and took part in displays of "talent" that ranged from performing a Mozart piece on the piano to twirling flaming batons. Sue Kusper, an 18-year-old high school senior from Albuquerque, did a brief ventriloquist routine, during which she drank a glass of water, ate crackers, and impressed the panel of judges—except for one, who confronted her backstage and discovered, inside the dummy, a tape player with a recorded tape of her routine. "I did not think a girl of that age could be an accomplished ventriloquist," the judge later said. Kusper was disqualified.

I Cheat, Therefore I Am

On November 1, 1984, Random House publishers announced it would not publish a book written by Timothy J. Cooney. The author had submitted an unsolicited manuscript, along with a letter of praise from noted philosopher Robert Nozick. Upon checking with Nozick, however, Random House discovered that Cooney, and not Nozick, had written the letter. What was the name of Cooney's tome? *Telling Right from Wrong*, a book of moral philosophy. After Cooney admitted the forgery, Random House considered publishing the book anyway, with an afterword by Cooney discussing his deception within the context of his moral views. But the publishers finally decided to forget the whole thing.

Let Your Fingers Do the Talking

On the third day of the 1965 World Bridge Championship at the Plaza Hotel in Buenos Aires, American team member B. Jay Becker noticed "an awkward movement" of Briton Terence Reese's fingers during play. At a break in the game, Becker told his partner, who quietly notified officials, who then made silent observations of their own. Five days later both Reese and his partner, Boris Schapiro, were denounced as cheaters for giving illegal finger signals. Proclaiming "110 percent guilt," the head of the British team renounced their participation. "Coincidence! Coincidence!" cried Reese, who denied the charges and vowed never to play tournament bridge again. *Life* magazine called it the "nastiest public scandal in the history of card playing," and printed posed photos reproducing the alleged cheating method.



Prince of Trompe L'oeil

As General-in-Chief, Gregory Potemkin was one of the most powerful men in Russia. But his *real* authority was derived from the fact that he was the lover of Catherine the Great, Empress of Russia. All of Catherine's previous lovers had eventually fallen from her favor and had been shipped off to distant provinces. To forestall this dire eventuality, Potemkin went to great lengths to please the Empress. During her celebrated tour down the Dnieper River in the spring of 1787, Potemkin arranged

to hide the dilapidated hovels and miserable villages of central Russia behind impressive facades of painted wood. The wretchedly poor residents of those communities were driven inland and temporarily replaced by a jovial troop of well-dressed temporary townspeople who cheered wildly as Catherine's barge passed, then hurried to the next fake town, changed costume, and were ready to perform again when the unsuspecting Catherine, with Potemkin proudly at her side, rounded the bend.



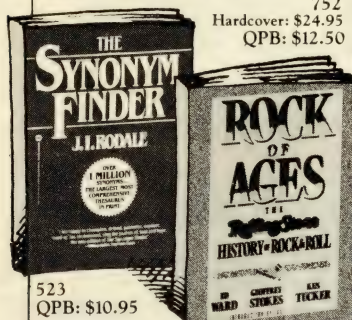
Whistle While You Work

Joe Engressia was blind. As if to make up for the deficiency, nature blessed him with perfect pitch. Once he heard a note, he could reproduce it exactly. While a child, he discovered a practical application for his skill: By picking up a telephone and whistling AT&T's long distance switching tones, he could make free phone calls. He did so for years, unnoticed, until he began whistling free phone call connections for friends at the University of South Florida, where he was a student. Word eventually got back to Ma Bell, which did not look favorably on Engressia's hobby. Reprimanded by the college, Engressia gave up his illegal phoning for a while, but in 1971 he was arrested after whistling a call to the American Embassy in Moscow. Engressia's 60-day sentence was suspended, but it was enough to persuade him to give up his tuneful tactics for a legitimate job—as a troubleshooter for the phone company.

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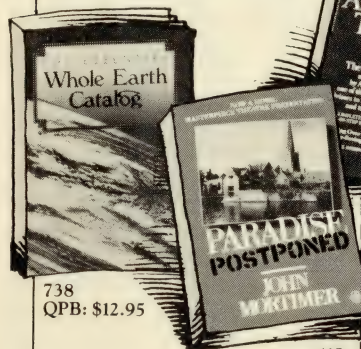
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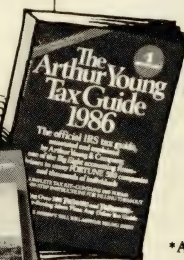
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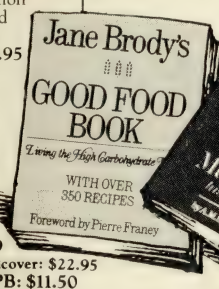
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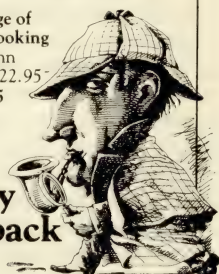


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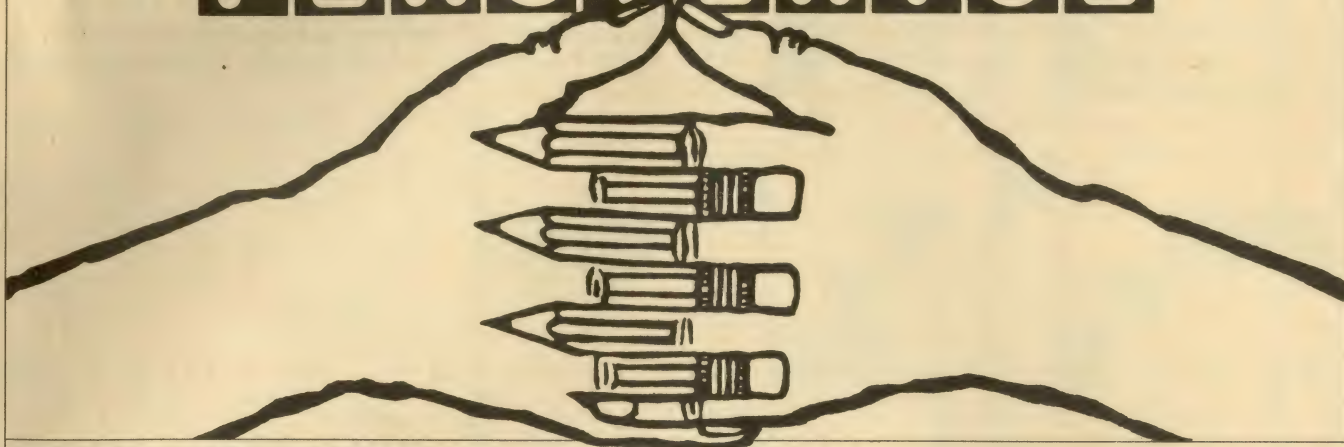
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PENCILWISE



RHYME AND REASON ★★

BY WILL SHORTZ

Each clue below consists of a regular definition in which, as an extra hint, one of the words rhymes with the answer. For example, the first clue, "Kept the floor clean," is answered by **SWEPT** (which rhymes with "kept"). If you drop one of the letters in the answer word and rearrange those that remain, you'll spell one of the words in the diagram. For example, by

dropping the w in **SWEPT** and anagramming the rest, you get **PEST**, found in the third row of the grid. (The clue numbers have nothing to do with the locations of the answers.) Cross off that word and write the extra letter beneath it. When all 28 clues have been solved in this manner, the letters written in the grid will spell, in order, a quotation by Oscar Wilde.

ANSWERS, PAGE 54

RANCH	HIRE	GISHES	TAYLOR	RACE	ASKING	ROCS
SEGUED	DIRT	PORTS	SAFE	SAPID	STAB	THEIST
TWICE	CADRE	RANG	PEST	CHITS	LUTES	BARK
			W			
RIPE	HAMS	PETE	WINKER	FLORA	PARCH	HIKER

CLUES

- Kept the floor clean
- Pie maker
- Patterns for Scottish lads
- Play waiter (to)
- European wine region
- That which in time saves nine
- Yell "Eek!"
- Made a wild stab on a test
- Quaking
- Lightest in color
- Arthur Ashe hit
- These bother dogs
- Vehicles for snowy days
- Cricket hoop
- Where an Indian goes when he's sleepy
- Moan
- Item on a tanker or scow
- Church master
- Teach in church
- Word before base, degree, or dimension
- Stablemate of Prancer
- Something to savor
- First in time or rank
- Make the most of oneself?
- To whom the British show loyalty
- One more than nineteen
- Crinkle
- One seeking the truth to a mystery

A Culinary Word Search

You may have to use your noodle to find all 36 soup names, listed on the menu, that have been hidden in the bowl below. As usual, words may read vertically, horizontally, or diagonal-

ly, but always in a straight line. If discovering any of the soups drives you crackers, you can find them all in Answers, page 60.

B E A U
T S I F U L
S O U U P S
O R G I C
H A N A

M O O R H S U M F O M A E R C D G R E E B N E U Q S I B R E T S B O L W E
A I T I N Y R E L E C G I E V E S C A R O L E L O I G A F E A T S A P L N
N E T S E N S D R I B A D H E O T B O U I L L O N P O R D G G E T D U
I G S P R W G E E N W W H O G F B V I C H Y S S O I S E O R E O S
U F A P E C A N O I N O H C N E R F L B H D A A T I N T I L O T E
T S B I P Z T S W O H U A E P T I L P S F L D A N N O T N O W
O H K B N P T A S T C O F O P S A A O O L E N T I L R N M U P
O C R A A E F G T M B H E E C O B M U G V E O N U E A I N
G B S A C C R L I A T X O K E A A L P H A B E T K T U T I
F U R H L H P R L S O B U P E I K E E L A K C O C F R
O M O S A L O C L E N O R T S E N I M C I L I C E
I N B E W O T A U N C D E S R L A O H N D E D
Y I C O N S O M M E T E H R M C U D Y

CARTE DU JOUR



ALPHABET
BEEF BARLEY
BIRD'S NEST
BLACK BEAN
BORSCHT
BOUILLABAISSÉ
BOUILLON
CABBAGE
CELERY
CHICKEN NOODLE
CLAM CHOWDER
COCK-A-LEEKIE

CONSOMME
CREAM OF ASPARAGUS
CREAM OF MUSHROOM
EGG DROP
ESCAROLE
FRENCH ONION
GAZPACHO
GUMBO
LENTIL
LOBSTER BISQUE
MINESTRONE
MOCK TURTLE

MULLIGATAWNY
OXTAIL
PASTA E FAGIOLE
PEPPER POT
POTATO
SHARK'S FIN
SPINACH
SPLIT PEA
TOMATO
VEGETABLE
VICHYSOISE
WONTON

BREAKING INTO SONG ★

BY VINCE BONZAGNI

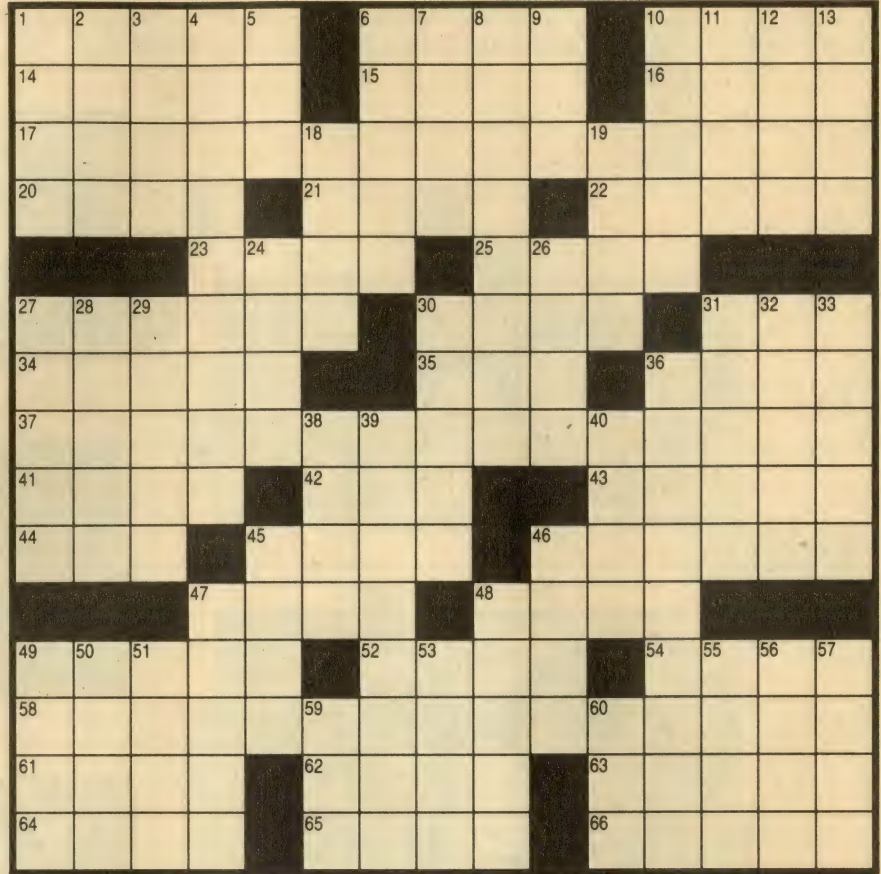
ACROSS

- 1 Delete on a VCR
- 6 President William Howard
- 10 Gone by
- 14 Sew with loose stitches
- 15 Singer Guthrie
- 16 TV award
- 17 1973 hit for the Stylistics: 5 wds.
- 20 Burn, as by the sun's rays
- 21 Gnat or fly, for example
- 22 Zaire, formerly
- 23 Mrs. Truman
- 25 Understanding remark: 2 wds.
- 27 Not a soul
- 30 +
- 31 Its slogan was "More stars than there are in heaven"
- 34 China's Chou
- 35 Down with the bug
- 36 Pianist Peter
- 37 1956 hit for Elvis: 2 wds.
- 41 Watermelon's skin
- 42 One-time nuclear agency: Abbr.
- 43 Goofed
- 44 UCLA rival
- 45 Get sore
- 46 Conductor's wands
- 47 "Diana" singer Paul
- 48 Actress Howland of *Alice*
- 49 Separated
- 52 Mets stadium
- 54 Accompanying

- 58 Anne Murray hit of 1979: 3 wds.
- 61 Actress Anderson of *WKRP in Cincinnati*
- 62 Cartwright and Franklin, e.g.
- 63 Shiite's religion
- 64 Biblical garden
- 65 Right-hand man: Abbr.
- 66 Memo taker

DOWN

- 1 Recedes, as the tide
- 2 Steak order
- 3 On the ocean
- 4 Port's opposite
- 5 Comic book scream
- 6 Masking and Scotch, e.g.
- 7 Skills
- 8 Naval unit
- 9 The piper's son
- 10 Tea type
- 11 Prayer ending
- 12 Self-assured
- 13 Blooper, in print
- 18 ____-daisy
- 19 Cards up one's sleeve?
- 24 Do magazine work
- 26 Silently pout
- 27 India's first PM
- 28 "____ the loneliest number": 2 wds.
- 29 Entertainer Mel, of the thousand voices
- 30 Jigsaw component
- 31 Paris or D.C. subway



ANSWER, PAGE 59

- 32 The color of money
- 33 Jell-O shapers
- 36 Canada's ____ Territories
- 38 Football "running" position
- 39 Goes over again
- 40 "If you can't stand the ____"
- 45 Poker bet
- 46 Smokey or Yogi, e.g.
- 47 Actor Alan of *The In-Laws*
- 48 *Beauty and the ____*
- 49 Ready and willing follower
- 50 Urge on
- 51 Top-notch
- 53 Roosters' mates
- 55 Run in neutral
- 56 Treasury agent, for short
- 57 Blood: Prefix
- 59 76ers' org.: Abbr.
- 60 "____ the season to ..."

MOVING RIGHT ALONG ★

BY ANDREA CARLA MICHAELS

Here's a puzzle for big wheels. The answer to each clue is a word, name, or phrase beginning with the word VAN. For example, the clue "*Caine Mutiny* actor" would be VAN JOHNSON,

while "Front part of an army" leads to VANGUARD. If you find yourself vanquished, answers are on page 59.

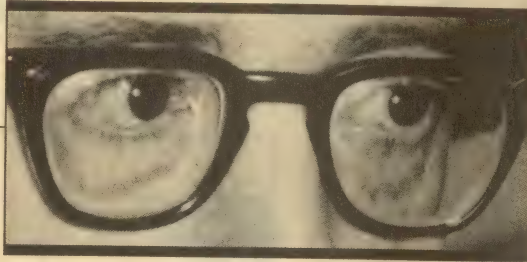
1. Ice cream flavor _____
2. President after Jackson _____
3. Site of the 1986 World's Fair _____
4. Amy of etiquette _____
5. Willful defacing of property _____
6. Disappearing trick _____
7. *Wheel of Fortune*'s hostess _____
8. City near Burbank _____
9. Trendy magazine of the '20s or '80s _____
10. One-eared Dutch painter _____
11. Good spot to view from _____
12. Sacco's partner in crime _____
13. David Lee Roth's former band _____
14. Short, pointed beard _____

Most people wear glasses to see better, but some wear them to look better. Both types can be found among the famous

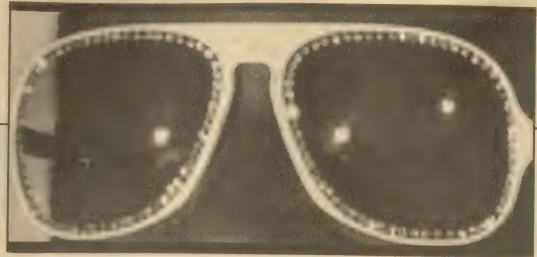
eyeglass-wearers pictured here. How many of them can you identify?

ANSWERS, PAGE 59

1



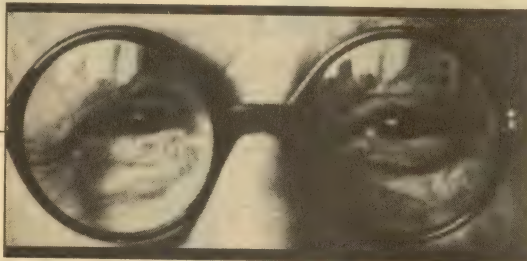
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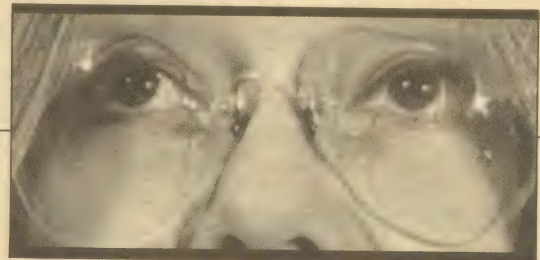
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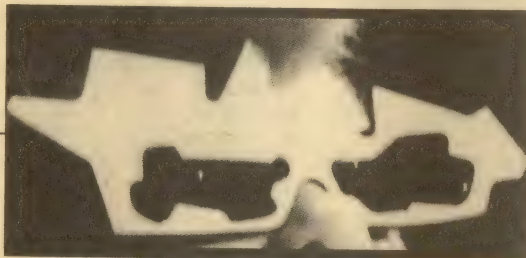
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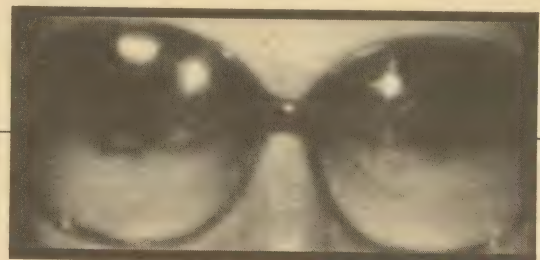
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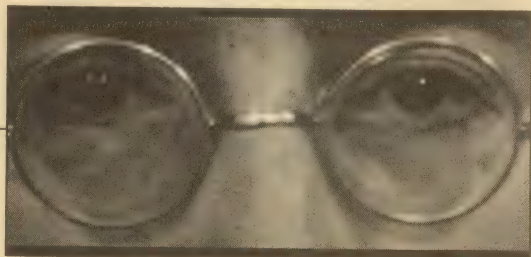
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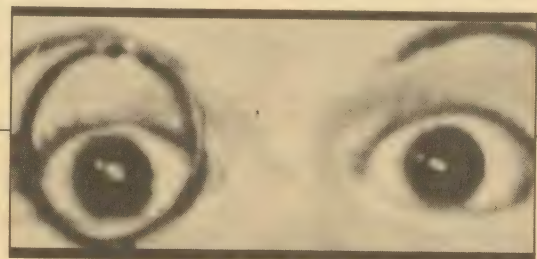
7



8



9



TO THE LETTER ★★

BY S. E. WILKINSON

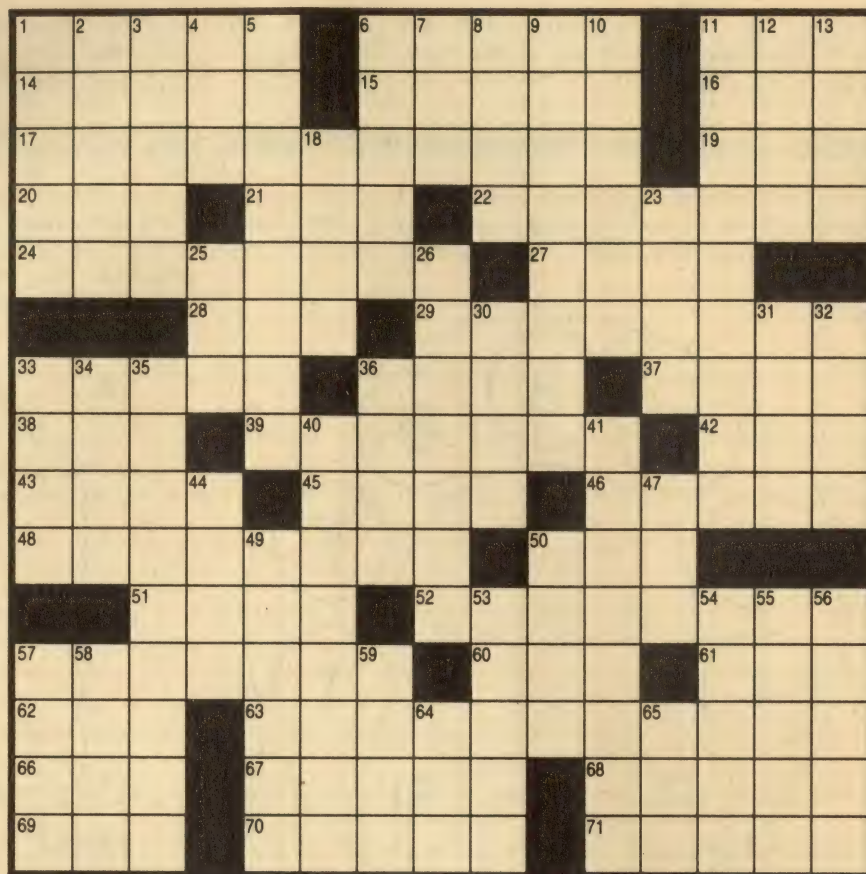
ACROSS

- 1 Use a ladder
- 6 Shiver-producing
- 11 Taken to the cleaners
- 14 Astral bodies
- 15 Manic-depressive
- 16 Actor Wallach
- 17 D: 2 wds.
- 19 Capp and Capone
- 20 Bedtime for Byron?
- 21 Feel ill
- 22 Hummable
- 24 Rained lightly
- 27 Perfect scores, in the Olympics
- 28 Parts of lbs.
- 29 Copycat
- 33 In the neighborhood
- 36 *Dracula* author Stoker
- 37 Back of the neck
- 38 Actress Lupino
- 39 Some piano keys
- 42 Narrow inlet
- 43 Miss Lisa?
- 45 "No ifs, ____ , or buts"
- 46 Subsequent to
- 48 Diplomatic etiquette
- 50 Consumer protection org.
- 51 Tyler's successor
- 52 WW2 symbol
- 57 Sweet-talk
- 60 Commotion
- 61 Stocking spoiler

- 62 Solo of *Star Wars*
- 63 Y: 2 wds.
- 66 Metallic rock
- 67 Gray-white
- 68 Gary Cooper film *Beau* ____
- 69 For each
- 70 Macbeth's title
- 71 Take an oath

DOWN

- 1 Behind bars
- 2 Lorelei, for one
- 3 Teheran native
- 4 Beatnik's exclamation
- 5 Blind with light
- 6 Novelist Zola
- 7 Long, long time
- 8 Gallivant
- 9 Rest period: 2 wds.
- 10 Hole for a lace
- 11 H: 2 wds.
- 12 "____ want for Christmas ...": 2 wds.
- 13 Word after compact or slipped
- 18 *Père's* progeny
- 23 ____ even keel: 2 wds.
- 25 Suffix with proto-
- 26 Alpine skirts
- 30 ____ *oull*
- 31 Ron Howard role
- 32 Bring up
- 33 Uneven walk
- 34 Fragrance
- 35 C: 2 wds.
- 36 Cher's surname, once



ANSWER, PAGE 56

- 40 Reactionary movement
- 41 1984 Elton John hit: 2 wds.
- 44 Stub ____ (trip): 2 wds.
- 47 Dieter's dread
- 49 Hackneyed: 2 wds.
- 50 Bleach out
- 53 *True Grit* star
- 54 "Out of the wreck ____": Browning, 2 wds.
- 55 *Roots* character ____ Kinte
- 56 Dander
- 57 Hit upside the head
- 58 Fabled loser
- 59 Old dry measure
- 64 Slammer
- 65 Morning moisture

BOXCARS ★★

BY MEREDY AMYX

The 30 three-letter words below can be paired to form 15 "boxcars"—six-letter words, each unrelated in meaning to either of its halves. Cross off the three-letter words from the list as you pair them, because each will be used only once,

and enter the words in the blanks at the right. Note: Some of the three-letter words can be connected in more than one way, but the puzzle has only one complete solution. An example has been filled in to get you started. **ANSWERS, PAGE 56**

ADD BUB GET KIT NOW TEE

1. RATION 6. _____ 11. _____

ANY BUD GIN LED ONE TEN

2. _____ 7. _____ 12. _____

ARC CAP HER LET ~~BAT~~ THE

3. _____ 8. _____ 13. _____

ATE CAT HUB LIT SUP TOR

4. _____ 9. _____ 14. _____

BEG DON ~~JON~~ MAR TAB WIN

5. _____ 10. _____ 15. _____

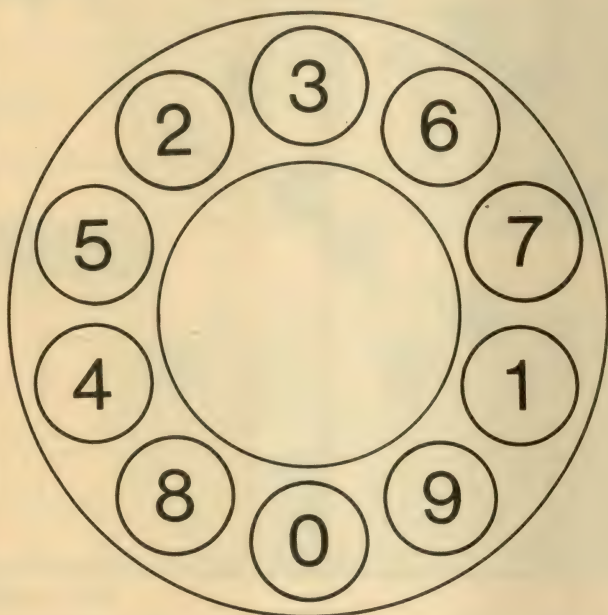
All you need to solve these three problems in math and logic is a little square thinking. Or, in one case, cubic thinking. Their author, Marek Penszko (who was profiled in the Febru-

ary 1985 Pencilwise), is Poland's best-known puzzle creator and writer. These brainteasers were made for GAMES and have never been published before.

ANSWERS, PAGE 58

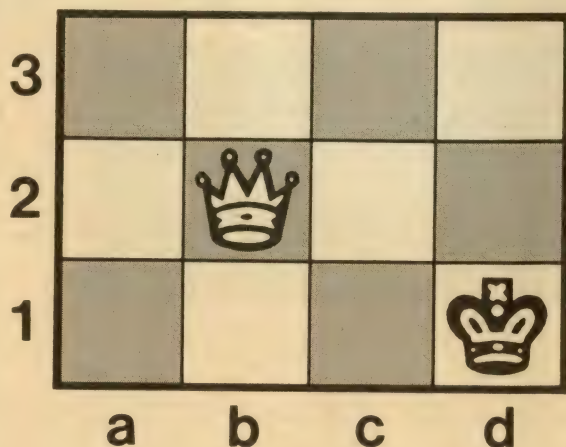
1. NUMBER RING

Can you divide the ring of digits below into three parts (each containing one or more digits) so that—reading clockwise—you can multiply one of the numbers by the one after it to get the third?



2. CORNERING THE KING

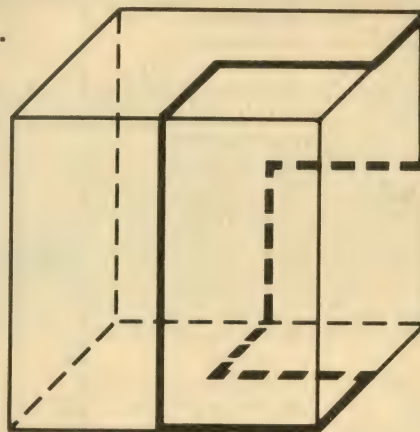
On the miniature chessboard below, you are playing the queen (b2) and your opponent is playing the king (d1). Both pieces move as in standard chess. In not more than four moves, how can you force the king into the upper right corner (d3)?



3. LOOP THE LOOP

A closed line has been drawn on a glass cube, shown below ("A"). Also shown are the views of the cube when seen from the front, the right side, and above. Can you draw on the second cube ("B") another closed line, so that the front, side, and top views would all have the identical L-shaped view shown?

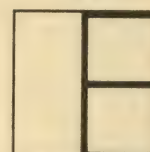
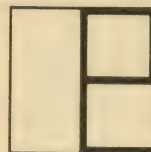
A.



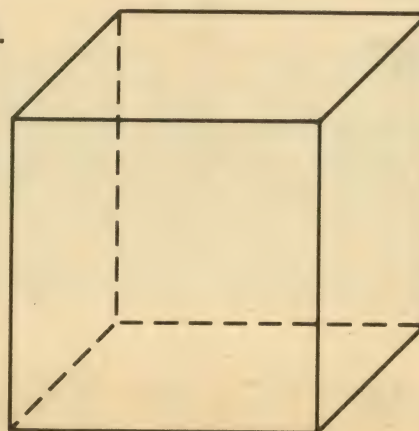
FRONT

SIDE

TOP



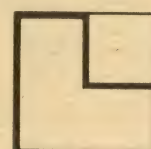
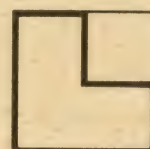
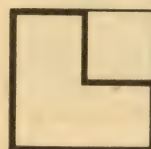
B.



FRONT

SIDE

TOP



A Diagramless Crossword

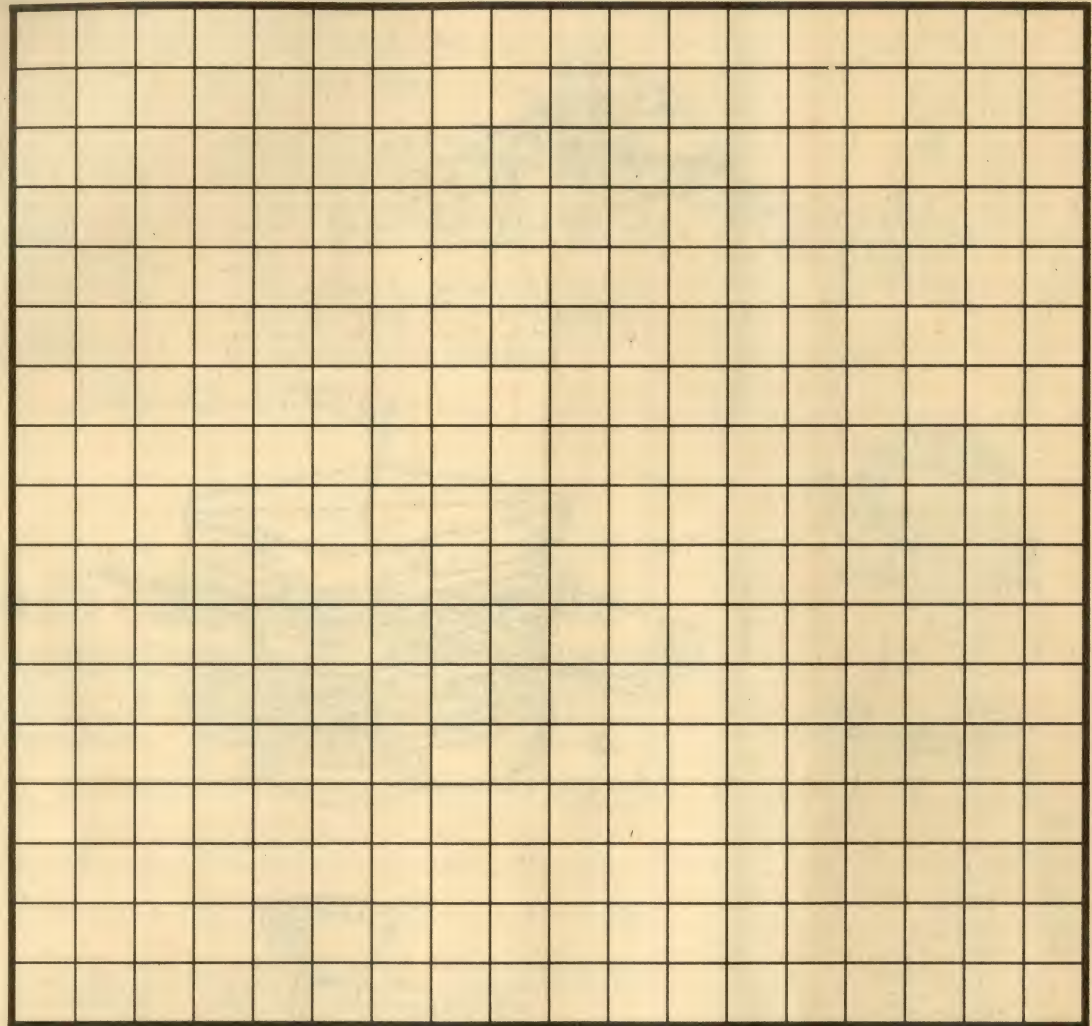
This puzzle is 18 squares wide by 17 squares deep and has an asymmetrical design. The location of the starting square

appears on page 56. Solving tips appear at the bottom of the page.

ANSWER, PAGE 54

ACROSS

- 1 Fusses
- 5 Hockey player Leach
- 8 Old soft shoe
- 9 Galena, for one
- 10 There was an
— . . .
- 12 Yalie
- 13 Lavish party
- 14 Something to put forward
- 16 Who lived in
— . . .
- 17 In reserve
- 21 She had so many
— . . .
- 24 Chemists get a charge out of it
- 25 One with sea legs
- 26 She didn't know what
— . . .
- 28 Lack
- 30 Long, long time
- 32 She gave them some
— . . .
- 35 Sympathy's companion
- 37 Some dorm dwellers
- 40 Learn by heart
- 45 Footpaths
- 48 — *pro nobis*
- 49 Without any
— . . .
- 51 Analagous
- 54 Foot or hand, e.g.
- 56 CPA's jottings
- 58 Aesopian ending
- 60 Fork feature
- 61 She whipped them all
— . . .



- 62 Mental picture
- 63 Order to Fido
- 64 Mel Brooks movies, e.g.
- 65 And put them
—

DOWN

- 1 Microscopic "blob"

- 2 Where D.C.'s DC's land
- 3 A bit past one's prime
- 4 Put in stitches
- 5 Subject of "Wherefore art thou?"
- 6 Sonneteer's Muse
- 7 *The Maids* playwright

- 11 Rankles
- 15 Awl, e.g.
- 18 Afghanistan neighbor
- 19 Media star
- 20 Computer key
- 21 Footnote
- 22 Cager's target
- 23 Prefix with Chinese or European

- 27 Twice tetra-
- 29 Johnny's bandleader
- 31 Basil, for one
- 33 Little tyke
- 34 That very woman
- 36 Buenos —
- 38 Abner's and Donald Duck's girlfriends
- 39 Actor Alastair

- 40 Foot-and-— disease
- 41 Bert's *Sesame Street* sidekick
- 42 Where the Penobscot flows
- 43 Philosophers of Citium, Elea, and Sidon

- 44 Consume
- 46 55, usually
- 47 Sportscast feature, for short
- 50 SPECTRE villain
- 52 Beautiful horse
- 53 Fad
- 55 — Aviv
- 57 Last single words
- 59 Directed

Tips for New Solvers

A diagramless puzzle is a combination of crossword and logic problem. The object is not just to answer the clues, but to discover—by logic and the crossing of words—where the answers go in the grid. It's not as hard as it sounds. Remember:

- Each answer word is at least three letters

long, and each letter is part of two answers, one reading across and one down.

- When solving, put a number in each square that starts a word, either Across or Down.
- Put a black square before and after each word (except, of course, where the word is bounded by the edge of the grid).

- To start, note that the length of 1-Across must be one letter less than the number of the second word across. Thus, in the puzzle above, 1-Across is four letters long.
- As in all the diagramless puzzles published in *GAMES*, the shape of the completed grid is appropriate to the theme of the puzzle.

INGENIOUS INVENTIONS AND SNAPPY CONTRACTIONS ★★

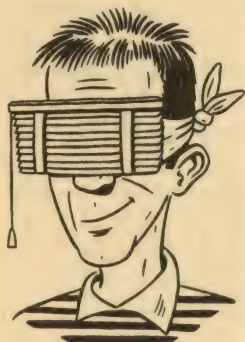
Remember the commercial about the peanut butter truck that collides with a truck full of chocolate? The result was a great new product combining both tastes.

The bizarre items seen here were formed through similar chance encounters, but with decidedly more dubious results.

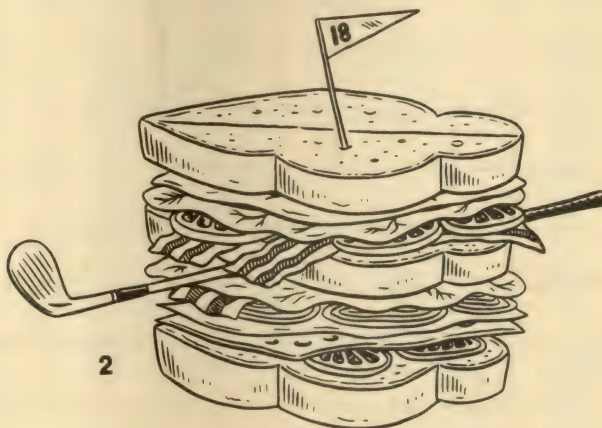
That's because the two items combined have nothing in common but a part of their names. In the example below, a cross-bow was combined with a bow tie to form the thoroughly useless CROSSBOW TIE. Before you rush out to buy the others, how many of them can you identify?

ANSWERS, PAGE 54

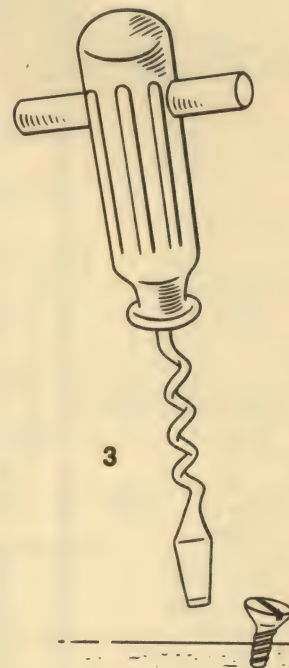
Ex.



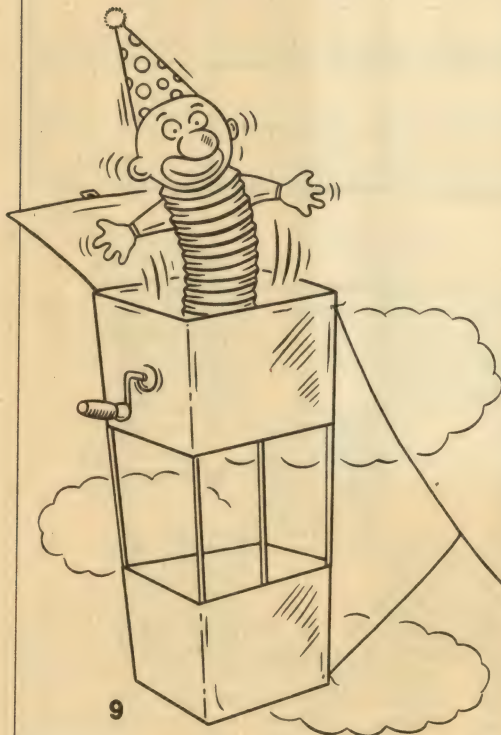
1



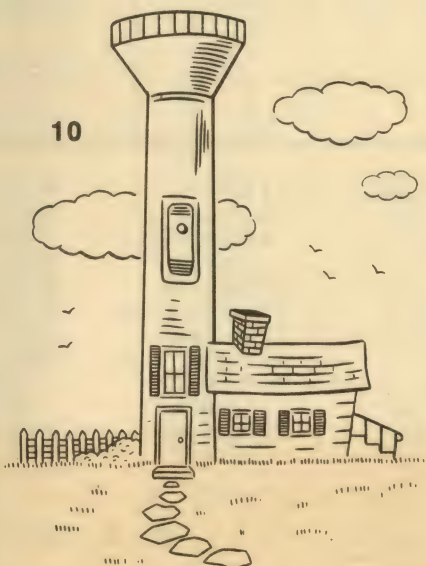
2



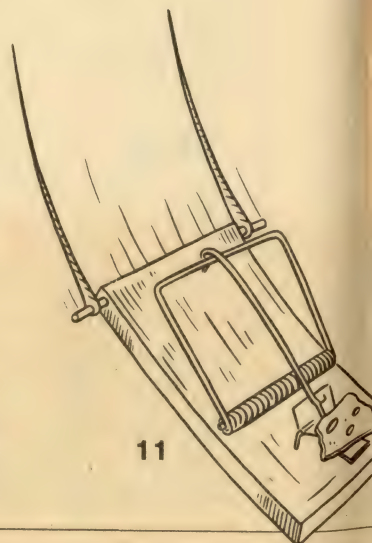
3



9



10



11

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6-16

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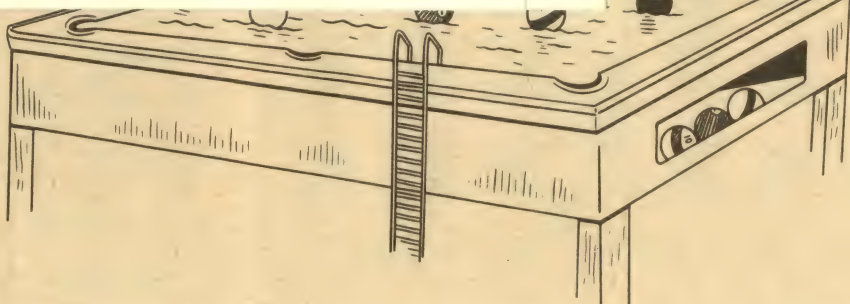
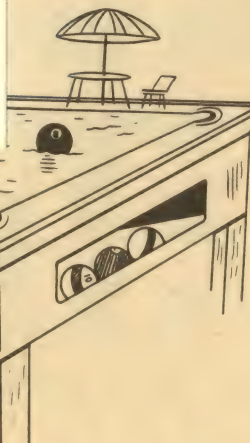
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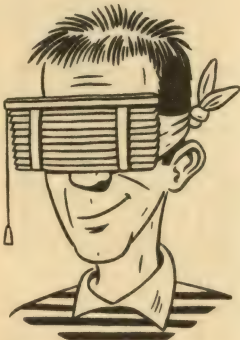
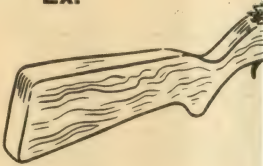
ATED BY MARK MAZUT



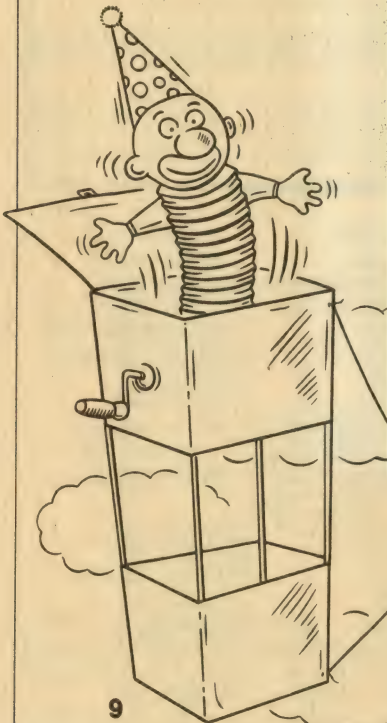
INGENIOUS INVENTI

Remember the commercial about
collides with a truck full of chocol
new product combining both taste
The bizarre items seen here w
chance encounters, but with decis

Ex.



1



9

BUSINESS REPLY MAIL

FIRST CLASS PERMIT NO. 224 CAMP HILL, PA

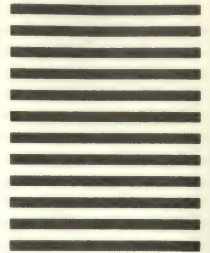
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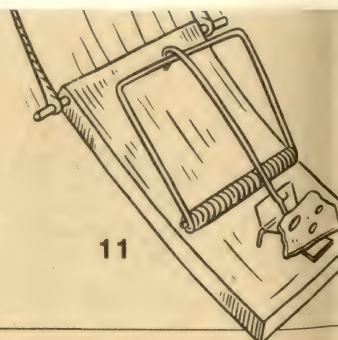
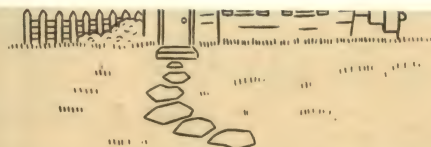
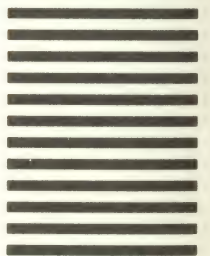
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11

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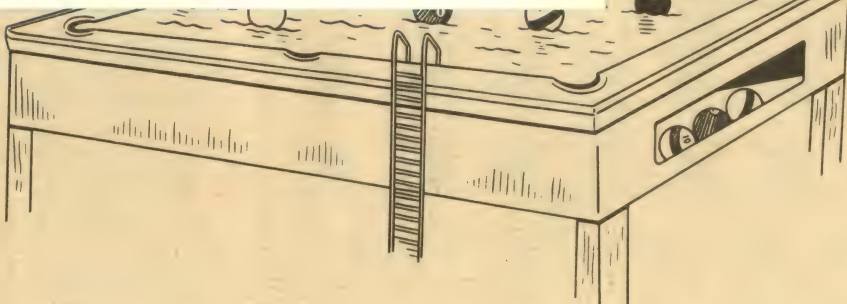
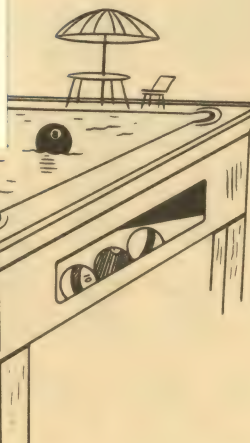
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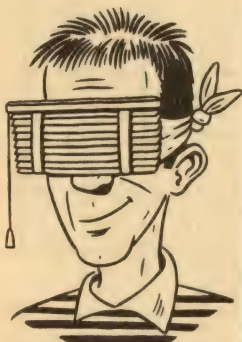
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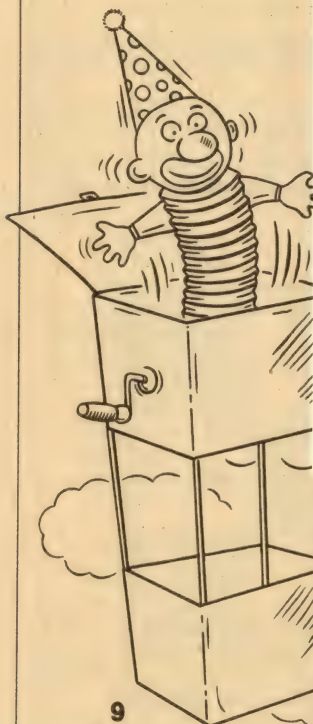
INGENIOUS INV

Remember the commercial
collides with a truck full of
new product combining bo
The bizarre items seen
chance encounters, but wit

Ex.



1



9

BUSINESS REPLY MAIL

FIRST CLASS PERMIT NO. 6484 DES MOINES, IOWA

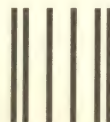
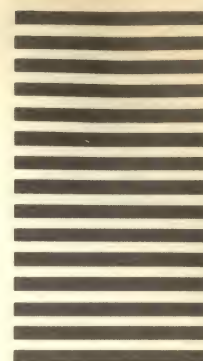
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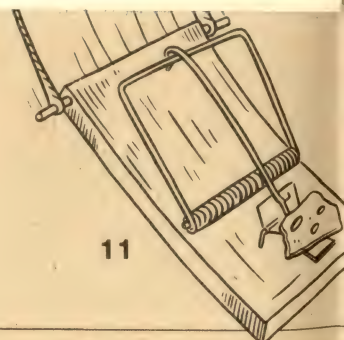
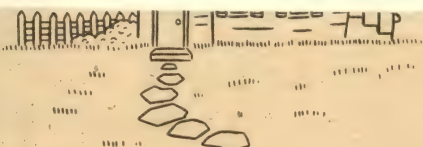
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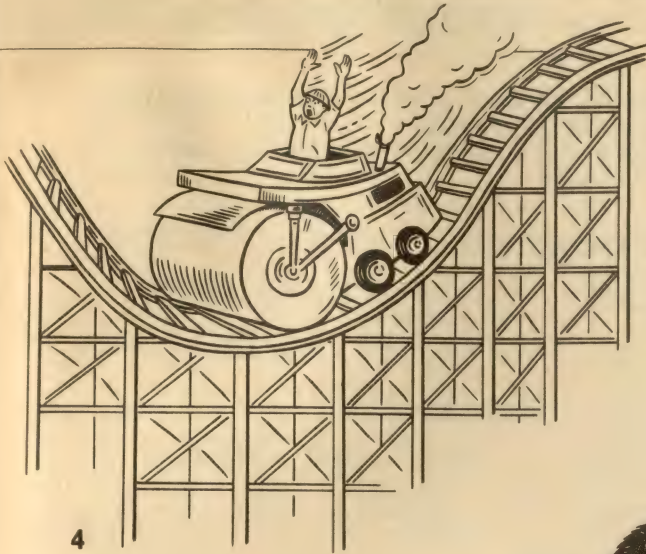
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11



4



5



6

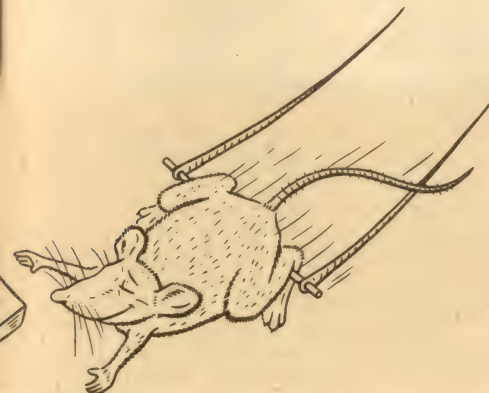
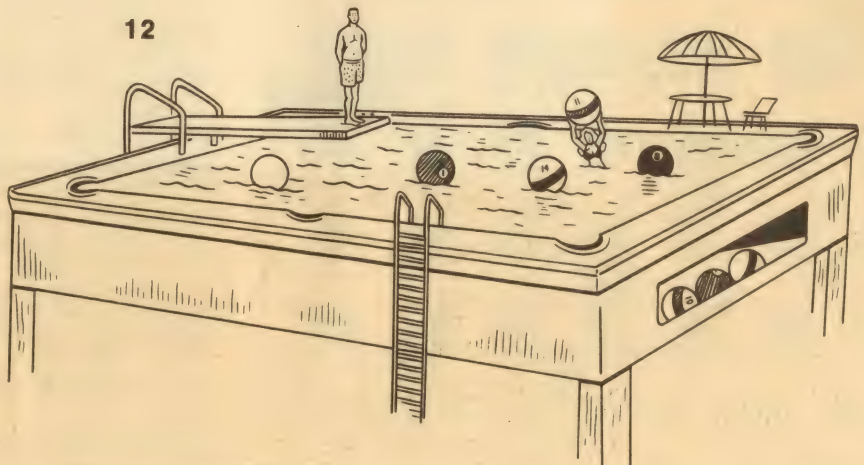


7



8

12



Below are seven messages—consisting of pithy sayings, fascinating facts, and a cartoon gag—that have been translated into simple cipher alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher

to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Clues are given at the bottom of the page to provide assistance if you need it.

ANSWERS, PAGE 56

1. CRYPTOON

XQZR XO GX'WX HFEZ
TQEYKWXOXT U AXG EDXYQXE
KI TQAKEUFO, KO GX'OX
USKFZ ZK SX YRUEXT SM
ZRX BUOJXEZ TKJ QA
XLQEZXAYX.



2. VALENTINE NOTE

N DNE NFONUX ILDLDKLIX
ZAX YAIR FVSL OARZ
XWLMANF RLEJLIELXX, KTR
NYRLI RZNR ZL KLCAEX RV
KTEMZ RZLD.—*Z.*F. *DLEMBLE

3. SHORT SUBJECTS

PJCG FVSGCX PFBGGSP DXTG
YJQQGS PJ RKSO QDXQ
LDGS QDG CJTVG'P HXZ,
VQ'P QGCRQVSY QJ YGQ KR
XSZ QBO QJ FDXSYG QDG
FDXSSGU.

4. WHO KNOWS?

ASI GUVIXQ-VWN YXUBQVSUY
OCIQVO *HIZXBWXN OIJUQV
TQOTVI, PWAJSTQY UFV
*FWGUQA *JXWQOAUQ GUMTIO
UQ STO *M*J*X.

5. NIGHT SCHOOL

*SV. *JQHY UUYF KBDOBY
FKWJ LYOACEDQ PYGOEDY
JKD OAWYV-YUC, *SV.
*LYZQAA, JOH YOVBH O
HCGWCVOWY HYUYYY.

6. MADE FOR EACH OTHER

DWQCSV QHJILZEHSI QCCK
EGCRKETHS QHKCI ODESC
DHRERY LZIEGC-GWOR BJWQ
KJCCI, ZJWNERY KDHK
WZWILQI HKKJHTK.

7. EASY CLUES

WNTWEL UKCZWE LKKD
UWZWJLWWJ UWYKJAU LK
YKSTCWLW YKSTCWN YEKUU-
FKEA, PEWW KP WEEKEU, LK
UWL JWF FKEA EWYKEA.

TIPS AND CLUES

Cipher 1: Cipher patterns GX'WX and GX'OX could each be WE'VE and WE'RE. Since ciphertext O appears at the end of three words, it's more likely to represent R than V.
Cipher 2: Ciphertext pattern RZNR, with its repeated first and last letters, is likely to represent plaintext THAT.
Cipher 3: A single letter following an apostrophe is usually an S.
Cipher 4: Ciphertext O, appearing at the start of two words and at the end of three, is likely to be S. Bonus hint: Bigram UQ = ON.
Cipher 5: Ciphertext Y, appearing 15 times, is likely to be an E.
Cipher 6: Repeated suffix -ERY represents plaintext -ING.
Cipher 7: The vowels A, I, and U do not appear in this cryptogram.

CRYPTIC CROSSWORDS ★★★

Each clue in a cryptic crossword contains two parts: a definition of the answer and a second description of it through wordplay. Finding the dividing point between parts is the key

to solving. Watch for anagrams, hidden words, charades of two or more smaller words, and other language tricks. Puzzle 2 is harder than Puzzle 1.

ANSWERS, PAGE 58

PUZZLE 1 BY TRUDY LABOVITZ & KATHY EMERY

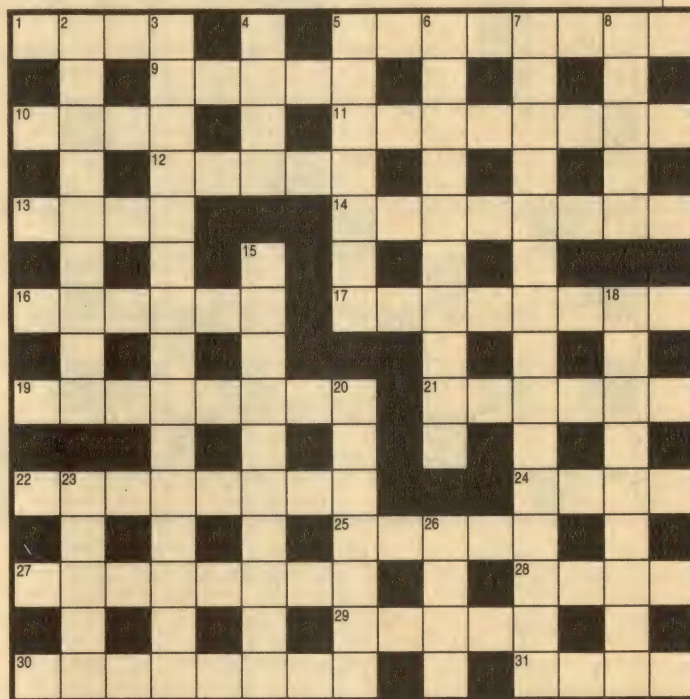
ACROSS

- 1 Opera star is eager in comeback (4)
- 5 I'm finest perverse lover of women's movement (8)
- 9 Fun with soldier's mushrooms (5)
- 10 Location of southern grass (4)
- 11 Einstein's variable for high temperatures (8)
- 12 Gold coin in sea gleams (5)
- 13 Tailless donkey makes trilling sound (4)
- 14 Prior use spoiled Great Lake (8)
- 16 Mined a ruined strip of land (6)

- 17 Diversified candidate's lead in vote: one hundred (8)
- 19 Dizzy Dan engulfed in sturdy project (5,3)
- 21 The family member's dissertation (6)
- 22 Opening charm (8)
- 24 Total love for wrestling (4)
- 25 Spotted cube coated with gold for so long (5)
- 27 Dirt sent swirling in grating (8)
- 28 Taken by spotted horse, losing lead (4)
- 29 Not odd time for happening (5)
- 30 Stud, once worked over, is bruised (8)
- 31 Every ache is massaged (4)

DOWN

- 2 Sassy, having right to be foolhardy (9)
- 3 Foolishly remind fat intern to get candy (5-6,4)
- 4 Cozy with heaters turned up? (4)
- 5 Penalizes South and East for bridge play (7)
- 6 Arbitrarily put a male in control (10)
- 7 Christmas performance in a rut—recue St. Nick hastily (10,5)
- 8 Secretary for *Rolling Stone* (5)
- 15 Cannon sure destroyed anchors (10)
- 18 Stupid to embrace mother, in a manner of speaking (9)



- 20 Discussed walk, holding alien up (7)
- 23 One in torn pieces from explosive (5)
- 26 Timid earthling hides opinion (4)

PUZZLE 2 BY TIMOTHY MARTIN

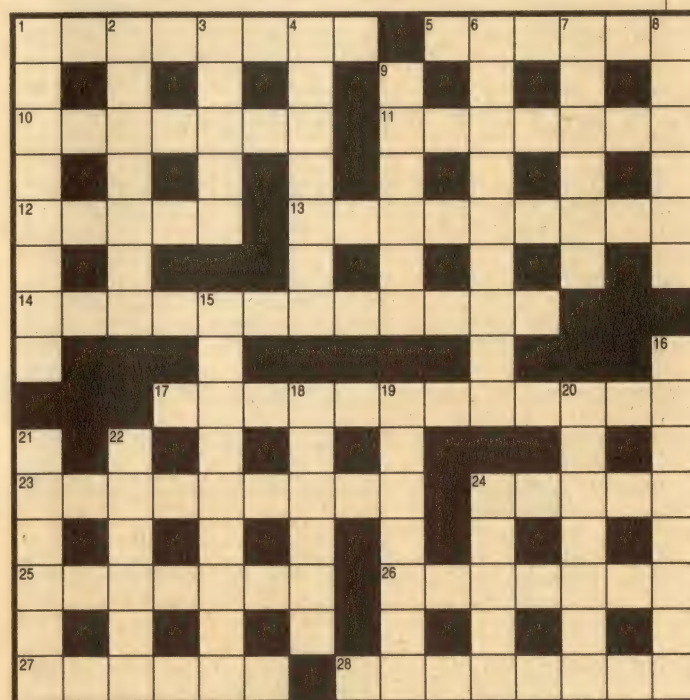
ACROSS

- 1 Picking up friend involved in criminal group (8)
- 5 Pacers-Bucks altercation (6)
- 10 Arrest bandleader Brown in women's undergarments (7)
- 11 When no blessing has to glorify (7)
- 12 College can back southern squadrons (5)
- 13 Explain Erté print badly (9)
- 14 Encouraging corruption, Mrs. Perón broke a promise to the West (12)
- 17 Decide in advance on ruby set in favorite type of fur (12)

- 23 Like some monsters, with lion's hair and giant bats (3-6)
- 24 Prune that is good-looking one (5)
- 25 Stupid as one baseball team (7)
- 26 A murder cracked with sound sensor (7)
- 27 Texan, injured by accident, ultimately surviving (6)
- 28 Respected doctor tested me (8)

DOWN

- 1 Flies back from central Quebec in circles (8)
- 2 Lopsided entry in a phone book (7)
- 3 Barks "OK!" about record album (5)
- 4 More unpleasant tears in slips (7)
- 6 One who plots vector in maneuvering right (9)
- 7 Brown-gold flame (6)
- 8 Raises votes in China? (6)
- 9 Singing group with set about former time (6)
- 15 Ran over parcel? That's telling (9)
- 16 Delivered estimate in a rush (8)
- 18 Pilot left rubbish (6)
- 19 Sound of Asian river animal (7)
- 20 Break in new timer (7)
- 21 Stick little rascal with the beer (6)

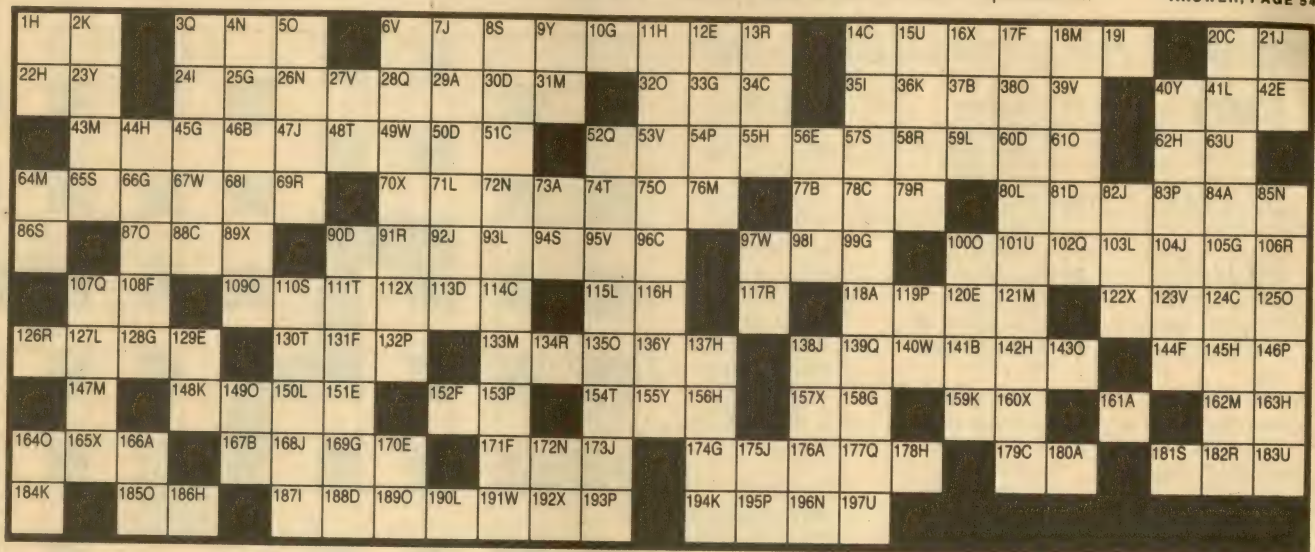


- 22 Press for extract of raisins is taken (6)
- 24 Restoration includes victory arch (5)

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation.

ANSWER, PAGE 54



- A. Not convinced, as by argument 29 73 84 118 161 166 176 180
- B. Salamanders 37 46 77 141 167
- C. 1977 Stephen King thriller (2 wds.) 14 20 34 51 78 88 96 179 124 114
- D. Remove, as from the record 60 81 90 188 113 30 50
- E. Full of bullet holes 120 56 129 151 12 42 170
- F. Mr. Magoo's affliction 17 108 131 144 152 171
- G. Broadway songstress famous for belting out tunes (2 wds.) 128 174 33 158 25 45 169 99 66 10 105
- H. Groucho Marx's TV game show (4 wds.) 186 44 163 11 178 62 137 22 145 55 142 1 116 156
- I. City opposite Juárez on the Rio Grande (2 wds.) 68 35 187 24 19 98
- J. Family of European bankers and vintners 7 21 47 175 92 82 168 104 138 173
- K. Part of a dancer's attire 2 36 184 194 159 148
- L. 1984 Parton/Stallone flick 41 127 115 103 150 93 59 71 190 80

- M. New Testament book written by Paul 121 162 31 133 43 147 18 76 64
- N. Greek goddess symbolized by an owl 4 26 72 85 172 196
- O. *Sunday in the Park With George* composer (2 wds.) 5 32 38 100 149 143 164 109 75 189 61 87 135 125 185
- P. Chevy Chase "short subject" comedy of 1981 (with Word "Q") (2 wds.) 83 146 153 119 132 54 193 195
- Q. See "P" 177 52 139 102 107 28 3
- R. Montenegro's location 13 58 106 79 126 69 91 134 117 182
- S. Minor Biblical prophet 8 57 65 86 94 110 181
- T. Suspicious 130 48 74 154 111
- U. Urge doggedly? 15 63 101 183 197
- V. Result 123 6 39 27 95 53
- W. Civilian dress, to a GI 49 67 97 140 191
- X. NFL running back, "The Juice" (3 wds.) 16 70 89 112 157 122 192 160 165
- Y. Violently opinionated 136 40 9 155 23

The four answers in each numbered set below have something in common. To discover what, fill in the blanks to complete the words reading across. The letters you put in the blanks, taken in order from left to right, must also spell shorter words. These shorter words will all be members of the same category. For example, the first word in set #1 is NUTHATCH, with the shorter word being UTAH. The remaining three shorter words in #1 will also be U.S. states. Getting one answer in a set will help you get the others, but breaking into a set can be tricky. A score of four or more sets is excellent. Only word geniuses will solve all six.

ANSWERS, PAGE 54

1. N U T H A T C H
D _ S A V _ _ _ L
_ _ R _ _ _ R
F _ _ _ _ _ E
2. _ U P P _ _ M _ N _
_ _ T _ O _
_ _ N D B _ L _
_ U _ D _ _ N
3. _ I S H W _ _ _ _
B I _ _ S _ _ _
_ _ _ P _ _ E
A _ V _ _ _ _
4. G _ _ C E _ I N _
_ _ _ A T _ O _
_ _ I _ _ I E C E
B _ _ S _ _ R Y
5. _ _ _ K B _ _ E
F _ _ M _ A _ L E
_ A T C H W _ _ _
_ _ R _ _ T
6. _ _ A D B L _ C _
S _ L _ S H D O _ _
S _ _ _ T I G H T
E _ _ _ S T R I _ N _ E

THE WORLD'S MOST ORNERY CROSSWORD

BY STANLEY NEWMAN

Old, New and In-Between

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 37. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 36).

HARD CLUES ★★★

ACROSS

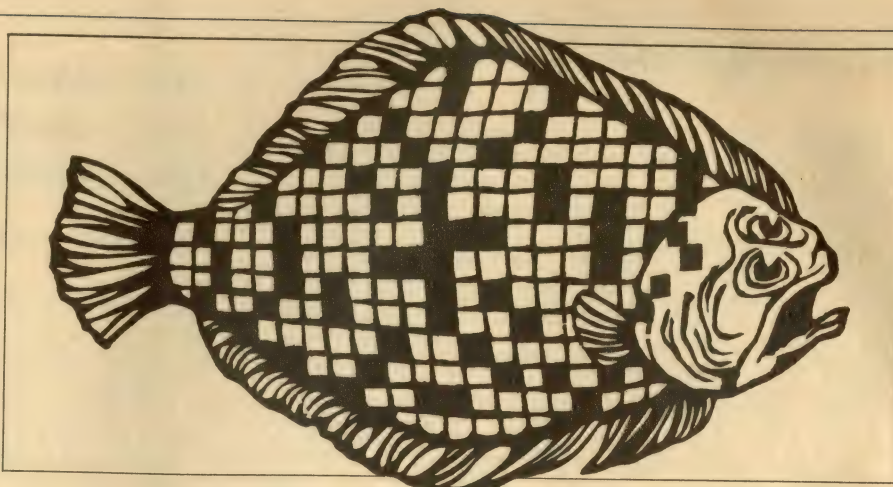
- | | | |
|-------------------------------------------|--------------------------------------|-----------------------------------------|
| 1 Big name in boating | 79 "The Way We Were" feeling | 132 The Red and the Black |
| 11 Southfork, for example | 82 or 84 Catches | 134 Stanza maker |
| 17 Keep inside | 87 Tennis rackets' parts | 136 Boxing legend? |
| 24 <i>That's Incredible!</i> rival | 88 Stink | 138 Blanket: Abbr. |
| 25 Home of Bradley University | 89 With 38-Down, "Hold on!" | 141 Plato's P |
| 26 Discover | 90 Sinclair competitor | 142 '86 Series winner |
| 27 Noble | 91 It breaks in the morning | 143 A summer place |
| 28 Nth? | 92 Heidelberg trio? | 145 "Least said, _____ mended" |
| 30 Dos | 93 Skeleton crew | 146 Ocho _____, Jamaica |
| 31 <i>Sometimes a Great Notion</i> author | 95 It's an Act | 148 First word of <i>The Aeneid</i> |
| 33 Maverick | 96 One of the jet set? | 150 Cobbler's shop stock |
| 34 Permission | 97 Halloween makeup item | 152 Golden Spike locale |
| 35 Fit well | 99 Has a little colt | 154 Fugard's <i>A Lesson From _____</i> |
| 36 John or Mary | 100 Prefix with American | 156 OPEC, e.g. |
| 39 Down in the mouth? | 101 "Yo!" | 158 Has, in a sense |
| 41 Pet | 102 Court grp. | 160 Network alternative |
| 42 Tried to hit | 104 Radar's favorite drink | 165 Night reading |
| 47 My friend's namesakes? | 105 Neutralize | 169 Slipper? |
| 49 Cross of <i>Chariots of Fire</i> | 106 Awful | 171 More catholic |
| 51 Defendants | 108 Pintos' kin | 172 "_____ Know" (Elvis tune) |
| 53 _____ Plaines, IL | 110 Dawn of <i>Gilligan's Island</i> | 173 <i>Can-Can</i> song |
| 54 Serendipitous | 112 Pintos' kin | 174 Odd practices |
| 56 Show over | 114 Where the action is | 175 "I'm not agreeing to that!" |
| 58 Performs, old-style | 115 Deli loaves | 176 Hep, urbanly |
| 60 Toastmaster | 117 Early locksmith | |
| 61 Won't go near | 119 Big rig | |
| 63 Of the same age | 120 Swift medium | |
| 65 Unintelligible, perhaps | 122 '30s actress Todd | |
| 68 Expert ending | 124 Certain photo, for short | |
| 69 <i>Cogito</i> | 125 Perjurer's avoidance | |
| 71 Met shows | 127 Boatmen of a sort | |
| 73 Ancient, to Chaucer | 129 Sling some mud | |
| 74 Charlie of C&W | 130 Home on the range | |
| 76 Church vault | | |
| 77 Peculiar | | |

DOWN

- 1 Broken cliff
- 2 Zeus's sister
- 3 Scold
- 4 She walked into Rick's gin joint
- 5 Waterfront cities: Abbr.
- 6 Corp. honcho
- 7 Buck Rogers vehicle

THE WORLD'S MOST ORNERY CROSSWORD (CONTINUED)

Don't Peek
Until You Read
Page 35!



EASY CLUES ★

ACROSS

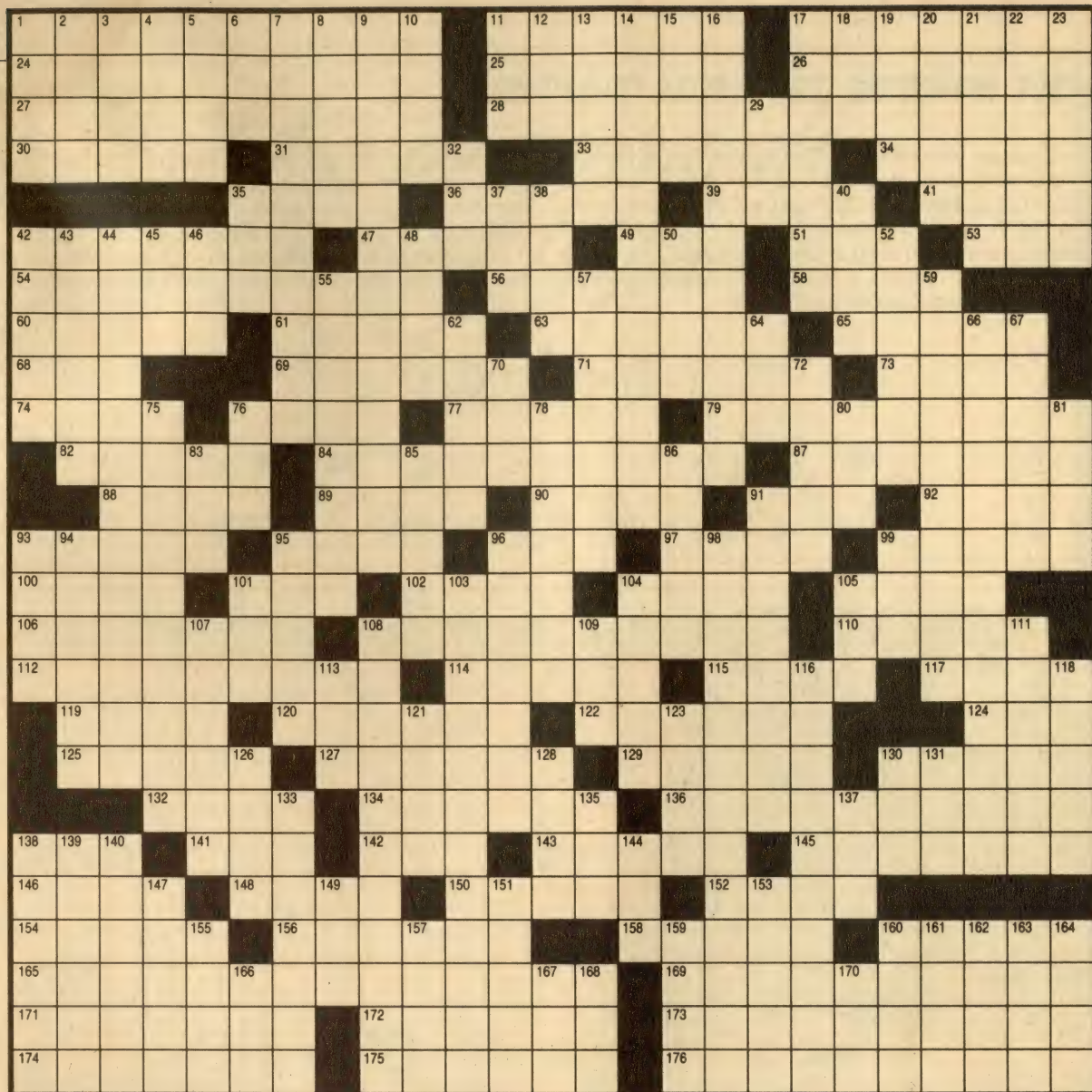
- 1 Pleasure-boat manufacturer: 2 wds.
11 Margarine or butter
17 Hold in, as one's feelings
24 Sarah Purcell's TV show: 2 wds.
25 Illinois city
26 Dig up
27 Blueblood
28 Masters or doctorate, e.g.: 2 wds.
30 Big parties
31 ... *Cuckoo's* Nest author Ken
33 Wandering animal (YES ART anag.)
34 Go away
35 Net
36 Scarlett of *GWTW*
39 Evangelist Roberts
41 Testy mood
42 Pitched a beanball: 2 wds.
47 "La Douce" and others
49 Actor Kingsley
51 Defendants, in law (IRE anag.)
53 ____ Moines, Iowa
54 Particularly appropriate
56 "Instant" second showing
58 "The lady ____ protest too much"
60 Game-show host
61 Detests
63 Contemporary (LO CÂVE anag.)
65 *Zorba the ____*
68 British verb suffix
69 "____, therefore I am": 2 wds.
71 *Aida* and *Carmen*
- 73 Ye ____ Book Shoppe
74 Wealthy
76 Church section
77 Unusual (ROUTE anag.)
79 Longing for the good old days
82 Hammer's targets
84 Catches crooks
87 At each other's ____ (battling)
88 Smell bad
89 Bide one's time
90 Exxon's former name
91 24 hours
92 Three: Ger. (RIDE anag.)
93 Military group
95 Educator Horace
96 Concorde initials
97 Appendectomy evidence
99 Young horses
100 Black hairstyle
101 Attention-getting cry
102 Tennis organization: Abbr. (TAUS anag.)
104 Soft-drink brand (HINE anag.)
105 Slay
106 Horrible
108 Western horses
110 Writer H. G.
112 Kidneylike vegetables: 2 wds.
114 Sports stadium
115 Breads for ham sandwiches
117 Ivy League school
119 Half: Prefix
120 *Mad* magazine's genre
122 Actress Ritter (HAMLET anag.)
124 Minus: Abbr.
125 Lie's opposite
127 Gondoliers, often

- 129 Daub
130 Indian tent
132 Baltic and Mediterranean
134 Toyota competitor
136 Message on a crate: 3 wds.
138 Book's outside: Abbr.
141 Greek R
142 Encountered
143 Outdoor newsstand
145 Most speedily
146 Spanish rivers
148 Weapon: Ital. (A RAM anag.)
150 Obeys, as a dog
152 Salt Lake state
154 Medicinal plants
156 Price-setting group
158 Fathers
160 Thick wire
165 Nightly recitations: 2 wds.
169 Tropical-fruit throwaway: 2 wds.
171 Less narrow
172 "____ Right to Sing the Blues": 2 wds.
173 Cole Porter tune: 3 wds.
174 Obscure stuff (TOY ROSE anag.)
175 "Cancel the negotiation": 2 wds.
176 Comfortable in an urban environment

DOWN

- 1 Rugged rock
2 Queen of Olympus
3 Stair-climber's aid
4 Ingrid's *Casablanca* role (SAIL anag.)

- 5 Harbor cities: Abbr.
6 Corporation bigwig: Abbr.
7 Spacecraft: 2 wds.
8 ____-ski (back at the lodge)
9 Short-lived sensation: 4 wds.
10 Head: Fr.
11 Reducing salon
12 Foot: Suffix
13 Cliche dog name
14 Newfangled writing tools: 2 wds.
15 "It ____ Necessarily So"
16 Knitter's purchase: 2 wds.
17 Author Kipling
18 Conclusion
19 Emma of *The Avengers*
20 Shows anger
21 Chore to run
22 Singer Wonder
23 Bed linens
29 Corn unit
32 ____ Kippur
35 Human male
37 Hearty laugh syllable
38 "Just ____!" ("I'll be right there!"): 2 wds.
40 *Topper* star Carroll: 2 wds.
42 ____ *Finest Hour* (Churchill book)
43 Confines: 2 wds.
44 Indy 500 participant: 3 wds.
45 Pre-holiday night
46 Tiny
48 Maine-to-Florida highway: 2 wds., abbr.
50 Roof overhang
52 "... to the sea, and hears ____ beneath": Shak., 2 wds.
- 55 Erodes: 2 wds.
57 Least moneyed
59 Streisand film: 2 wds.
62 Sound of indignation
64 Chinese philosopher ____-Tzu
66 "The Raven" author: 3 wds.
67 Movie actor Harvey (EEK LIT anag.)
70 17th letter
72 Spectral type: 2 wds. (TSARS anag.)
75 Dutch painter Bosch
76 Inquire
78 Huckster's goal: 2 wds.
80 Your, old-style
81 Unrepaired: 2 wds.
83 Gen. Robert E.
85 GI's wall hanging
86 Medicinal amounts
91 Li'l Abner's wife: 2 wds.
93 Songwriter
94 ____ or a famine: 2 wds.
95 Western elevations
96 Oglers
98 "On the road" newsman: 2 wds.
99 "A curse upon thee!"
101 Color
103 Spoils the child: 3 wds.
104 Webster and Beery
105 Electric power units: Abbr.
107 ____ dictum (casual remark) (IT BORE anag.)
108 James Bond's car: 2 wds.
- 109 Canadian province: Abbr.
111 Makes shiny
113 Short snooze
116 Succeeds as relief pitcher: 3 wds.
118 Cast out of the body (G.E. SET anag.)
121 Tennis pro Nastase
123 Australian birds
126 Joke reaction: 2 wds.
128 "For Pete's ____!"
130 In spite of, for short
131 Very long time
133 Wizard's magic
135 Nothing
137 "____ la la!"
138 Tarzan portrayer Buster
139 Houston team
140 Caribbean magic
144 WW2 spy group: Abbr.
147 Assail: 2 wds.
149 Pas' mates
151 Choice group
153 Male voice
155 Team
157 Diner order: 2 wds.
159 Water bird
160 Kangaroo or America: Abbr.
161 Takes ____ (shakes with a dog): 2 wds.
162 Half a vitamin deficiency?
163 Hawaiian garlands
164 Differently
166 Mal de ____
167 Greek vowel
168 Maglie or Mineo
170 Wedding announcement word



ANSWER, PAGE 56

HARD CLUES (CONT'D)

- | | | | | | |
|------------------------------------------|------------------------------------------------------|----------------------------------|-----------------------------------------|-----------------------------|-----------------------------------|
| 8 <i>Avant</i> 's opposite | 29 Canal zone? | 62 Nip | 93 Van Heusen collaborator | 118 Cast out | 149 Holiday suffix |
| 9 Nine days' wonder | 32 Day: Hebrew | 64 <i>The Seven Faces of Dr.</i> | 94 "Enough is as good as ____": Heywood | 121 "Would ____ to you?" | 151 <i>Social Register</i> people |
| 10 Beret's home? | 35 Answer to the Sphinx's riddle | 66 Mystery-award eponym | 95 Pueblo areas | 123 Grounded Aussies | 153 A chorus line? |
| 11 Vermonter's malt shop | 37 Shrimp, on a Chinese menu | 67 Actor Harvey | 96 They gape | 126 "Ver-r-r-r-y funny!" | 155 "Them" or "us" |
| 12 ____ Xing | 38 See 89-Across | 70 Pee follower | 98 Homey CBS newscaster | 128 Benihana beverage | 157 Neighbor of Benin |
| 13 Gadabout | 40 Carroll of TV | 72 Red sun | 99 "Zounds!" | 130 Vietnam's Le Duc ____ | 159 One with a big food bill? |
| 14 Writers seen at crossword tournaments | 42 His and her | 75 Newley film role ____ Merkin | 101 Shade | 131 1,000,000,000 years | 160 Army man's abbr. |
| 15 Fails to be, informally | 43 Restricts | 76 Invite | 103 Isn't a disciplinarian | 133 Hocus-pocus | 161 Take ____ (shake with a dog) |
| 16 Hooker's purchase? | 44 Parnelli Jones, e.g. | 78 Loman's sine qua non | 104 ____ Ark | 135 Bubkes | 162 Half an affliction? |
| 17 Gunga's creator | 45 Snake charmer | 80 ____ <i>Neighbor's Wife</i> | 105 Elec. plant output | 137 Partner of ah | 163 Rings around the collar? |
| 18 Stop right there | 46 Atomic | 81 Warts and all | 107 Incidentally: Lat. | 138 1932 Gold Medal swimmer | 164 If that doesn't work |
| 19 Bobbies' founder. | 48 Hwy. to Key West | 83 Radziwill or Mazzilli | 108 007's auto | 139 Gretzky's group | 166 Debussy's <i>La</i> ____ |
| 20 Frenzies | 50 Hangover? | 85 Locker looker | 109 Neighbor of Mich. | 140 "____ economics": Bush | 167 LAX datum |
| 21 Purposeful trip | 52 "... to the sea, and hears ____ beneath": Horatio | 86 Prescription quantities | 111 Glosses over | 144 CIA predecessor | 168 Baseball's Bando |
| 22 Glenda Jackson role | 53 Deteriorates | 91 Yokums' in-law | 113 Fast 40 | 147 Attack | 170 Before marriage |
| 23 It may rain in them | 57 Least well done | | 116 Relieves successfully | | |
| | 59 Satchmo song | | | | |

WACKY WORDIES: THE FINAL CHAPTER ☆☆

BY GAMES READERS

This is absolutely, positively the last page of Wacky Wordies we will ever, ever print. And this time we *mean* it. Sure, we love these bits of literate lunacy—but we have *work* to do. After our eighth collection, "Return of Wacky Wordies" (February 1986), we were snowed under by an avalanche of new examples from our readers. It was weeks before we could stop laughing and get back to business.

Once again, the game is to discover the familiar word, phrase, or saying represented by each arrangement of letters and/or symbols. For example, box 1a below depicts "buckle up," while 1b shows "in between jobs."

When you've finished these, do us a favor: Please, please don't send us any more, or we'll never get any work done at all.

ANSWERS, PAGE 56

	a	b	c	d	e
1	ELK CUB	job in job	pig pig pig	la ÷ bor	b a t b u t h
2	yoursmokeyes	oLDER	bbaseball	post	my cu p
3	cof fee	p a o y n m c	fi\$\$st	ovensovensovensovens	pos'-i'-tive'
4	your hands	Freu ian α	the teh +hp	BY AND	five
5	UE SS EI TH	broke	power ^	d o o g	strike strike strike
6	shave	LIVE O'CLOCK	ed ot overs	VEGETABLE	decimal decimal decimal
7	limit	Y T I L I B O M	s d cousin	in pattern a	tax GAINS
limit	limit				

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H5S41

Family



A



B



C



G



H



I

Food

A PALATABLE SEQUENCE PUZZLE ★

by Keith Glasgow

We've opened the most popular door in the house—the one on the refrigerator—to give you a peek at one family's shelves over the course of a day. The first photo, A, was taken just before breakfast; the other 11 photos (B-L) have been mixed up. Can you place them in their proper order, thereby reconstructing the day's meals, ending with a midnight snack?

ANSWER, PAGE 54



D



E



F



J



K



L



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smokers are heading.



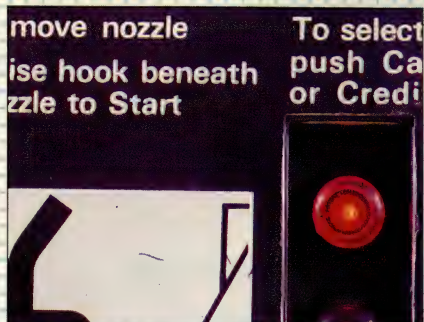
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Instructions

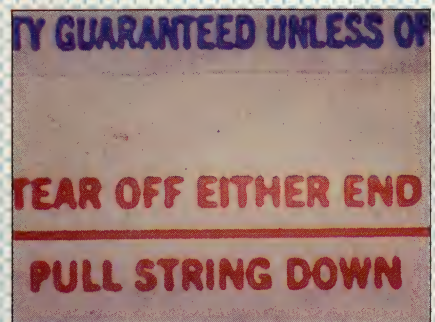
1. Examine the photographs that appear on this page.
2. Identify the items that carry, or come with, these instructions.
3. Check your answers on page 54



1



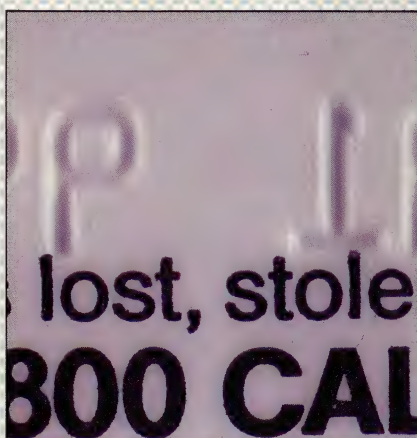
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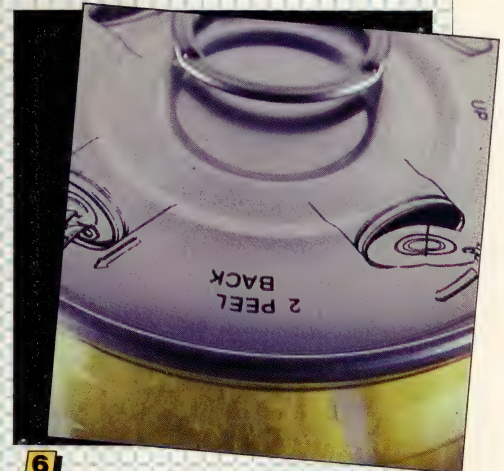
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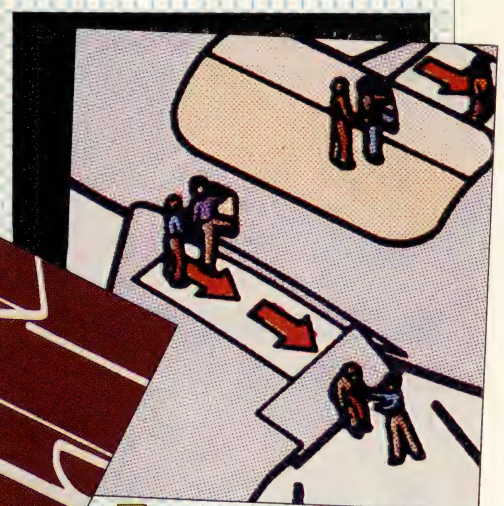
6



7



8



9



Riding Crop

TO LONDON, TO LONDON ★

by Virginia C. McCarthy

One day three country lasses went to London to make some purchases. They all traveled by different conveyances and suffered, thereby, varying degrees of discomfort. Braving the rogues and vagabonds, one went to the cloth-maker's and the others sought out two other merchants.

Based on the clues below, can you determine how Alison and the other lasses got to London, and which merchant each visited?

1. The one who shopped at the book-seller's traveled by brougham.
2. The lass who went to the fishmonger's was neither Dora nor the one who rode to town in the dray.
3. Griselda was not the one who went to London by coach.

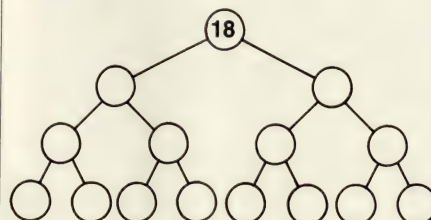
BUS BUSINESS ★★

by Bonnie Lou Risby

On days when the Franklin School is forced to close early due to emergencies, its bus drivers need to be alerted promptly before they start their appointed rounds. For this purpose, a quick

telephone relay system has been devised. Mr. Lee, who drives bus #18, kicks off the relay by calling two drivers who in turn call two other drivers, and so on. Each driver phones one man and one woman until there remains no one left to call. Besides Mr. Lee, the drivers are: Mr. Abbott, Mrs. Breidecker, Mrs. Gibson, Mr. Haynes, Mrs. Hoffman, Mr. Jackson, Mrs. Kelly, Mrs. Levy, Mr. Martin, Mr. Norris, Mr. Roberts, Mr. Stuart, Mrs. Tate, and Mrs. White. The buses are numbered 18 through 32.

Based on the following information, can you fill in the phone "tree" pictured here?



1. Mr. Norris calls the man who drives bus 19 and the driver of bus 25 who in turn calls Mr. Martin.
2. Mrs. Hoffman and Mr. Stuart are called by the man who drives bus 29.
3. Mr. Abbott and the driver of bus 32 are both called by the woman who is called by Mrs. Tate.
4. The bus that Mr. Martin drives has a

higher number than that of Mrs. White; Mr. Haynes's bus has a higher number than Mr. Roberts's.

5. The woman who drives bus 23 calls the woman who drives bus 20 who in turn calls Mrs. Kelly.
6. Mrs. Levy and the woman who drives bus 24 are both called by men and neither has to pass along the message.
7. Mrs. Gibson calls the driver of bus 21.
8. The man who drives bus 26 calls Mr. Jackson who in turn calls the man who drives bus 22.
9. Mrs. Breidecker calls the drivers of bus 27 and bus 28.
10. Mr. Stuart drives a bus that is even-numbered.

RACING FORM ★★★

by Mary Marks Cezus

The final race at Pell-Mell Park today was followed by chaos as owners and jockeys scanned these posted results:

	Horse	Jockey	Owner
1st	Molasses	Wagner	Novak
2nd	Snail's Pacer	Vogel	Lewis
3rd	Silly Filly	Rogers	Phelps
4th	Lead Head	Upton	Kaiser
5th	Fool's Foal	Thomas	Jordan
6th	Rusty Nails	Stark	McKee

Whoever had collected the information (no one was willing to admit to it) had mixed up *everything*. All horses, jockeys, and owners were listed in the wrong places of finish. All horses were mismatched with both jockeys and owners. None of the jockeys was paired with the right owner.

While studying the mixed-up mess, Novak noticed two curious facts. When correctly matched, each horse's name would have exactly two letters in common (not counting repetitions) with the name of its owner. Also, the jockeys' and owners' names would have the same number of letters.

Thomas was in the midst of pointing out that Snail's Pacer should have been listed somewhere behind Fool's Foal but somewhere ahead of Rusty Nails, when he was interrupted by Phelps, whose horse had placed second in the race. "If you had ridden *my* horse," said the latter rather snidely, "you would have done better than you did."

Given these helpful hints, can you reconstruct the results correctly?

ANSWERS, PAGE 54

TRUMP'S GENERAL STORE

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GAMES & BOOKS

EDITED BY BURT HOCHBERG



ROBOT RASCALS

By Dan Buntin and Alan Watson; Electronic Arts; for Apple II series \$44.95, and C-64 computers \$39.95

Although there have been many software versions of board, card, and dice games, Robot Rascals (by the designers of M.U.L.E. and Seven Cities of Gold) is one of the few games to successfully integrate the computer with play activity that occurs off-screen.

In addition to the computer disk, the package includes a deck of Item cards, representing items the players are to collect, and a deck of Luck cards, which affect the distribution of Item cards during play. The players (two to four can play, but the two-player game is uninteresting) are each dealt four Item cards; the other Item cards are placed face down to form a draw pile. The Luck cards are also placed face down.

On the screen is a small map on which each player in turn maneuvers a robot to collect the four items pictured on his cards and bring them to the home base in the center. To find

an item, the player selects "scan" from a menu of options. His robot then indicates the distance and direction of the chosen item. "Teleporters" allow robots to traverse the map quickly. When a robot is close enough, scanning will pick up the item.

There are 24 items in all—six "good" ones that confer special powers when they are held (such as greater speed or extra energy), six "bad" ones that have the opposite effects, and 12 neutral ones. The robots' powers are affected also by 14 computer-imposed "global events," any one of which may be in effect during a round; these include "no teleporting," "no scanning," "low energy," and various beneficial events.

A robot begins its turn with a supply of energy that is used up while scanning, teleporting, moving, and erecting or penetrating shields. When a robot's energy runs out, its turn is over; but a player may voluntarily end his turn before that happens, either using his remaining energy to build shields or saving it (earning a 50 percent ener-

gy bonus) for the next turn.

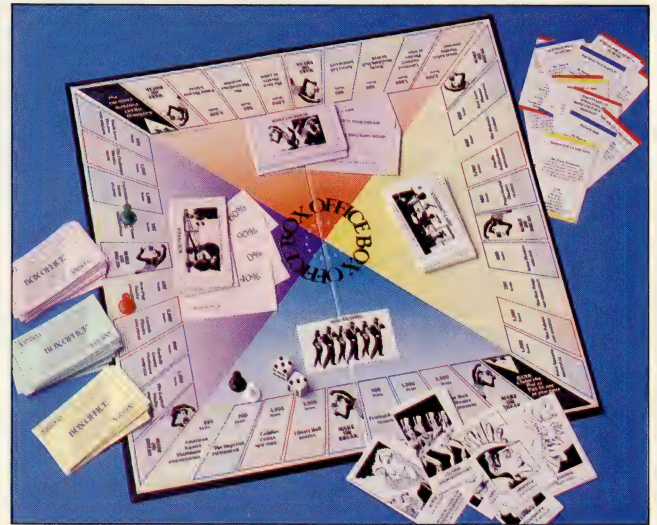
Each player begins his turn by drawing a Luck card, which may, for instance, require every player to pass an Item card to the left or right, or allow a player to steal a card from another player, or force a swap between two players. This means that the Item cards you start with will not be the ones you're holding after one or two turns.

Furthermore, getting an item doesn't mean your robot can keep it, since it can be stolen by another robot. You can safeguard your robot's items either by erecting shields with leftover energy or by picking up the Super Shield item. A shield

can eventually be penetrated, but only at a costly expenditure of energy by the opponent's robot.

The winner is the first player to bring his robot "home" with the four items shown on the cards he currently holds. It is also possible to win by collecting any four "bad" items, whether or not you hold those cards—but this can be difficult, since carrying those items seriously handicaps your robot.

Robot Rascals offers much more than novelty value, and is well worth playing repeatedly. Discovering a good strategy should prove to be a fascinating challenge. —B. H.



BOX OFFICE

Cultural Consultants Corp., 8 12th St., Blaine, WA 98230; \$19.95 plus \$3 postage

Producing plays is a great way to make a fortune. It's also a great way to lose a fortune. In this new board game (developed as a fundraiser for North American theaters and performing arts groups, who receive about half of its retail proceeds),

each player starts with \$100,000, four Play cards, and four Artist cards (representing actors, directors, etc.). The object is to be the first to earn a previously agreed amount of money (we suggest \$300,000) by "producing" plays as profitably as possible.

Plays range from *Breath of a Salesman* (a drama about a garlic salesman) to *The Sound of Mucus* (a musical about allergies) and



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Pressman's
horror demon-
the possibilities
ms of VCR

, each player
more of five
rfully depicted
come with
The number
n two to six,
w many crea-
ns (one play-
the game

dealt seven
arge deck
stly of Spell
from 3 to 10)
Capture
win crea-
er players,
Shift cards.
so receives a
length chips.
o have the
tificates when
er or when
s out of
er happens

advanced to
oded door-
st scene be-
ne, featuring
classic hor-
unfamiliar
er, depicts

scene, players are awarded
Gold Certificates equal in
value to the Spell cards
played on the creatures
they currently own.

Before the next round be-
gins, players bid for the
previous scene's Main
Creature by playing two
Spell cards face down. The
high bidder takes the crea-
ture, and the low bidder
loses a Strength chip.

After the bidding, players
may draw up to four new
cards. But greedy players
risk punishment: The tape is
liberally sprinkled with pen-
alties (loss of chips) for
players holding too many
cards.

"Colorscan" is what
Pressman calls its system of
employing a colored die to
randomly choose the door
color that begins the next
scene. The system works
fine on a VCR with a high-
speed scan, but if your VCR
lacks that feature, the time it
takes to find the proper
doorway can be annoyingly
long.

The play is an entertain-
ing mix of bluffing and luck,
and the action during each
round is frenetic. Although
the tape features appropri-
ately ghastly sequences that
are fun to watch, the tape's
role in the game could easi-
ly (if not so entertainingly)
be served by a deck of
cards showing pictures of
the creatures.

Though it does not com-
pletely solve the tricky prob-
lem of how to make the
most effective use of a
videotape in game play,
Doorways to Horror is a
worthwhile and interesting
diversion.

—Matthew J. Costello

is a vital part of the game.
All kinds of deals are al-
lowed, from simple trades
(for example, an actor for a
director, or two actors and
a chorus for a play) to a
straight cash deal. Players
may even form "unions" to
force an opponent with a lot
of cash to pay through the
nose for the artists he
needs.

When a player produces
a play, he draws a Box Of-
fice card, which gives the
percentage, from 0 to 100,
of the theater's seats that
were sold. Consulting a
chart, the player calculates
the difference between his
production costs (plus fees
paid to other players) and
the box office receipts to
determine how much he
earned—or lost, if he gam-
bled with an expensive pro-
duction that failed at the
box office. When deciding
whether or not to produce a

DOORWAYS TO HORROR

Pressman, \$40

The success of Parker
Brothers' clever VCR ver-
sion of the classic board
game Clue (See GAMES, Oc-
tober 1985) has created
great interest in the VCR as
a game component. But de-
signing a game that makes
effective use of the video-
tape while preserving the
game's repeat play value is

three creatures—one Main
Creature and two Minor
Creatures. During the
scene, each player places
one Spell card on each
creature he owns that ap-
pears in the scene, and can
also play cards to capture
other players' creatures. A
captured creature becomes
its captor's property imme-
diately, along with the Spell
card, if any, that has been
played on it.

When the gong sounds
on the tape, ending the



GAME



ROBOT RASCALS

By Dan Bunten and Alan Watson; Electronic Arts; for Apple II series \$44.95, and C-64 computers \$39.95

Although there have been many software versions of board, card, and dice games, Robot Rascals (by the designers of M.U.L.E. and Seven Cities of Gold) is one of the few games to successfully integrate the computer with play activity that occurs off-screen.

In addition to the computer disk, the package includes a deck of Item cards, representing items the players are to collect, and a deck of Luck cards, which affect the distribution of Item cards during play. The players (two to four can play, but the two-player game is uninteresting) are each dealt four Item cards; the other Item cards are placed face down to form a draw pile. The Luck cards are also placed face down.

On the screen is a small map on which each player in turn maneuvers a robot to collect the four items pictured on his cards and bring them to the home base in the center. To find

an item, the player "scans" from various directions. His robot indicates the distribution of the "Teleporters" to traverse the map. When a robot is close enough, scan up the item.

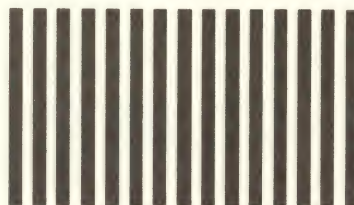
There are 18 items—all six "good" ones that confer special powers when they are held (such as greater speed or extra energy), six "bad" ones that have the opposite effects, and 12 neutral ones. The robots' powers are affected also by 14 computer-imposed "global events," any one of which may be in effect during a round; these include "no teleporting," "no scanning," "low energy," and various beneficial events.

A robot begins its turn with a supply of energy that is used up while scanning, teleporting, moving, and erecting or penetrating shields. When a robot's energy runs out, its turn is over; but a player may voluntarily end his turn before that happens, either using his remaining energy to build shields or saving it (earning a 50 percent ener-

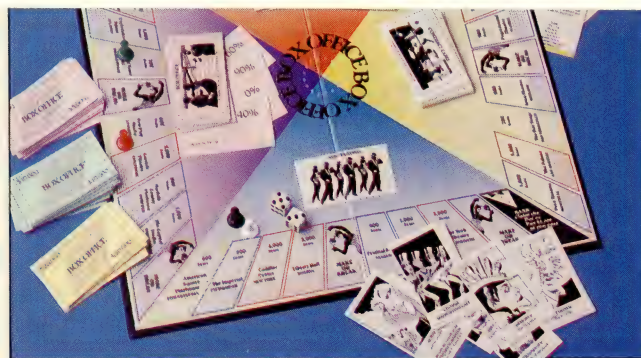
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Producing plays is a great way to make a fortune. It's also a great way to lose a fortune. In this new board game (developed as a fundraiser for North American theaters and performing arts groups, who receive about half of its retail proceeds),

each player starts with \$100,000, four Play cards, and four Artist cards (representing actors, directors, etc.). The object is to be the first to earn a previously agreed amount of money (we suggest \$300,000) by "producing" plays as profitably as possible.

Plays range from *Breath of a Salesman* (a drama about a garlic salesman) to *The Sound of Mucus* (a musical about allergies) and

The Ring and I (Anna's problems with ring around the collar). But unlike other games that have used humor, this one is well worth playing long after the jokes have worn thin.

After all the Play cards and 16 Artist cards have been distributed to the players, the remaining Artist cards are placed face down on the board to form a draw pile.

Players move their tokens around the board according to dice rolls. Landing on a theater space entitles the player to produce a play at that theater if he has a Play card the same color as the space (colors indicate theater seating capacities and production costs), and if he also has cards representing all the artists listed on that Play card and the required cash to mount the production. Lacking any of these requirements, the player may take a card from the draw pile, hoping to draw the right type of artist for a future production.

Alternatively, he may try to get what he needs from other players. Negotiating to buy or rent plays or artists is a vital part of the game. All kinds of deals are allowed, from simple trades (for example, an actor for a director, or two actors and a chorus for a play) to a straight cash deal. Players may even form "unions" to force an opponent with a lot of cash to pay through the nose for the artists he needs.

When a player produces a play, he draws a Box Office card, which gives the percentage, from 0 to 100, of the theater's seats that were sold. Consulting a chart, the player calculates the difference between his production costs (plus fees paid to other players) and the box office receipts to determine how much he earned—or lost, if he gambled with an expensive production that failed at the box office. When deciding whether or not to produce a

play at a given theater, it's important to take the seating capacity into account, since that's what determines the potential profit or loss.

When a play has been produced, the used Play card and either zero, one, or two (depending on the color of the Play card) of the used Artist cards are returned to the bottom of the draw pile.

A "pot," formed by an initial contribution from the bank, is increased by the players each time they pass the Bank space and when they draw certain "Make or Break" cards (which can provide benefits as well as penalties). A player who lands on the Bank or Grant Council space wins the pot, but since that can be so much as to unbalance the game, we prefer to limit the pot only to "pass-the-Bank" payments.

The game can be adapted for three or five players by dealing out five (or three) Play cards each, putting the 16th Play card at the bottom of the draw pile.

—Sid Sackson

DOORWAYS TO HORROR

Pressman, \$40

The success of Parker Brothers' clever VCR version of the classic board game Clue (See GAMES, October 1985) has created great interest in the VCR as a game component. But designing a game that makes effective use of the videotape while preserving the game's repeat play value is

no easy task. Pressman's *Doorways to Horror* demonstrates both the possibilities and the problems of VCR games.

In this game, each player owns one or more of five creatures colorfully depicted on cards that come with plastic stands. The number of players, from two to six, determines how many creatures each owns (one player may begin the game without one).

Players are dealt seven cards from a large deck consisting mostly of Spell cards (valued from 3 to 10) and including Capture cards, used to win creatures from other players, and Strength Shift cards. Each player also receives a number of Strength chips. The object is to have the most Gold Certificates when the tape is over or when one player runs out of chips, whichever happens first.

The tape is advanced to the first color-coded doorway and the first scene begins. Each scene, featuring footage from a classic horror flick or an unfamiliar grade-Z shocker, depicts three creatures—one Main Creature and two Minor Creatures. During the scene, each player places one Spell card on each creature he owns that appears in the scene, and can also play cards to capture other players' creatures. A captured creature becomes its captor's property immediately, along with the Spell card, if any, that has been played on it.

When the gong sounds on the tape, ending the

scene, players are awarded Gold Certificates equal in value to the Spell cards played on the creatures they currently own.

Before the next round begins, players bid for the previous scene's Main Creature by playing two Spell cards face down. The high bidder takes the creature, and the low bidder loses a Strength chip.

After the bidding, players may draw up to four new cards. But greedy players risk punishment: The tape is liberally sprinkled with penalties (loss of chips) for players holding too many cards.

"Colorscan" is what Pressman calls its system of employing a colored die to randomly choose the door color that begins the next scene. The system works fine on a VCR with a high-speed scan, but if your VCR lacks that feature, the time it takes to find the proper doorway can be annoyingly long.

The play is an entertaining mix of bluffing and luck, and the action during each round is frenetic. Although the tape features appropriately ghastly sequences that are fun to watch, the tape's role in the game could easily (if not so entertainingly) be served by a deck of cards showing pictures of the creatures.

Though it does not completely solve the tricky problem of how to make the most effective use of a videotape in game play, *Doorways to Horror* is a worthwhile and interesting diversion.

—Matthew J. Costello



CONTEST RESULTS

FROM OCTOBER

WIT TWISTERS

More than 630 readers thumbed through their rhyming dictionaries and created original anagram verses in our Wit Twisters contest. Since many contestants sent more than one poem, we

had several thousand entries to choose from.

Some verses had to be eliminated because they rhymed poorly. Others failed to maintain a trustworthy rhythm, thus obscuring the number of syllables in the missing anagrams. A few didn't make good sense, even with the answers in place.

The grand prize of a puzzle library worth \$200 goes to Paul Asente, of Palo Alto, California. His verse places unusual words in a novel setting, keeps a steady rhythm, and ends with a humorous twist.

His puzzle and the seven runners-up (each of which earns a GAMES T-shirt) appear below. —Arthur Swan

Twist Your Wits ★☆

Determine the set of words that will complete each of the eight Wit Twisters below. In each poem, all missing words are anagrams of each other (that is, have the

same letters in different order, like PRIEST, SPRITE, and STRIPE). The lengths of the answers are indicated by the number of blanks.

ANSWERS, PAGE 54

1. HAIR TODAY

The _____ lion limped from bed;
He felt his _____ must have fled.
But then two unknown peddlers cried,
"A wig can fix your royal head!"
All _____ gone, he joined his bride—
Those _____
_____ saved his pride! —Paul Asente, Palo Alto, CA

2. CHANGE OF HEART

His aunt, who was a _____, and his uncles,
_____ atheists,
All fed him steady _____ from their heady reading
_____ lists.
He rode the _____ of dissidence throughout his
_____ troubled teens;
Now, born-again, he _____ evangelic magazines.
—Erik Barnouw, New York, NY

3. BIRTH OF THE BLUES

Though once she had, on outstretched wings,
_____ to ever greater things,
No longer _____ for promise rare,
She's sunk now into deep _____.
More deadily than a nest of vipers
Are doctors' bills and dirty _____.
—Joel Hess, Philadelphia, PA

4. ART SALE

They _____ me to make no claim
That could be misconstrued.
But no, I played the bidding game
With great ineptitude.
So now they've _____ off to me
This ugly statuette—
An _____ probably
I never will forget. —Mitzi Christiansen Kuehl, Bakersfield, CA

5. CRASH COURSE

"Near _____, Wyoming, the rally took place."
(The scribe, typing quickly, _____ the last race.)
"Smoke _____ the wrecked cars in a black, oily
_____ pall
Below the _____ where they hurtled the wall.
Two _____, they'd jostled and fought for the lead
With daredevil _____ at murderous speed.
A _____ on the curve caused the mishap ill-fated."
(He taps on the _____.) "They both were
_____ cremated!" —Mrs. Thomas E. Harris, Alexandria, VA

6. WOMEN'S LIB

A woman _____ of customs which require that she
_____ wait
Until a fellow _____ his luck and asks her for a date.
Our rituals decree that males initiate befriending,
But time has come to ratify an equal _____
_____ amendment. —Anne Butman, Danvers, MA

7. DAY DREAMER

_____ don't ring this bell too soon.
I'm frequently _____ till noon.
Let morn _____ before you knock,
Or better—wait till one o'clock.
—Marilyn L. Malpass, Bedford, MA

8. SKOAL AND CROSSBONES

When _____ throw _____, they
_____ never are glum,
They _____ 'round the fo'c'sle all swigging
_____ down rum;
But when they react to this hurry-up pace,
With shakier hand and with _____ face,
They spend a _____ they've stolen from Spain,
To swallow a Bromo and rollick again.
—Donald E. Westlake, New York, NY

Grand Prize
Dinner for 16 at a
Chinese restaurant
5 Runner-Up Prizes
A GAMES T-shirt

CONTEST ★★

FROM SEPTEMBER TAKE THREE

Vowel-stuffed words like AUDITORIA, EYELETEER, and MINUTIAE were the quarry in this contest. We asked readers to pick three different consonants (Y counted as a vowel), arrange them in each of the six possible ways, and insert vowels to make the longest word they could for each arrangement.

The favorite combination by far was L, R, and T. But just as in life, the favorite doesn't always win. High-scoring entries with those letters contained words like AUREATELY and OUTLAYER, which appear in many dictionaries but not, unfortunately, in our authority, *Webster's Third New International*.

Many entrants found the elegant AUTOSAURIA, defined in *Webster's Third* only as "synonym of LACERTILIA." The latter is defined as a zoological division of reptiles, and is capitalized. The clear implication, we feel, is that AUTOSAURIA is capitalized as well, and we therefore disallowed it. A few others were disallowed for similar reasons. And one entry containing DEQUEUER and REDEQUEUE was too redequeue-lous for words.

Of the 2,544 entries received, 33 nearly identical entries tied for first place (see below) with a score of 258,048 (the product of the lengths of the six words). The winner, chosen from these by random draw, is Dennis Free, on the U.S.S. *King*. He will receive a 35mm camera with tripod. Runner-up prizes of a GAMES T-shirt go to: Kyle Corbin, Raleigh, NC; Bill Fisher, Jeffersonville, IN; Barbara Garvey, Ankeny, IA; Joseph Pike, Kalamazoo, MI; and Mary Sprengel, Tumwater, WA. And a special mention to Louis Varns, of Spokane, WA, whose entry was the first to arrive. Deducing the rules from the brief description in the previous month's "Coming Distractions," he sent us his words two weeks before the contest was announced. —S. M.

THE WINNING ENTRY

Combination	Word	Score
LST	ALOISIITE	9
LTS	IOLITES	7
SLT	AUSLAUTE	8
STL	YEASTILY	8
TLS	EUTELIES	8
TSL	OTIOSELY	8

Final score:

$$9 \times 7 \times 8 \times 8 \times 8 \times 8 = 258,048$$

FOURSQUARE

Fill the grid with 16 different letters, then take one from each column to make four-letter words.

Take one from column A, one from column B, one each from columns C and D, and you get—not dinner in a Chinese restaurant, but a four-letter word.

That's the idea in this contest. Fill in a four-by-four grid with 16 different letters of the alphabet. Next form as many four-letter words as you can by taking one letter from each of the columns A to D, in order from left to right. (See the sample entry at right for examples of valid and invalid words.) These are your Across words.

	A	B	C	D
1				
2				
3				
4				

Then do the same going down, by taking one letter from each of the rows 1 to 4, in order from top to bottom. These are your Down words.

Finally, multiply the number of Across words you find by the number of Down words. The result is your score.

It is possible for the same word to appear in both the Across and Down lists, as does ZINC in the sample entry.

Acceptable words To be acceptable, a word must be recognized by *Webster's Third New International Dictionary (Unabridged)*, where the word must either be listed in boldface or be an inflected form of a boldface entry. Comparative and superlative forms of adjectives are acceptable only if specified after a boldface entry; but noun plurals and verb forms are acceptable if clearly implied by the inflectional patterns of related words. Words may contain accent marks. A word is unacceptable if it (1) is composed of two or more component parts separated by a space, or appears only as such a component part; (2) contains an apostrophe, hyphen, or period; (3) is designated only as capitalized or usually capitalized; (4)

Some valid Across words:

HALF TALK
HANK TANK
HAWK YANK
TALC ZINC

Some valid Down words:

FLAW FLAY JINX
FLAX OKAY ZINC

Score:

8 (number of Across words)
 $\times 6$ (number of Down words)
48 points

Some invalid Across words:

TICK (must use one letter from each column)
TACO (must use columns from left to right)

	A	B	C	D
1	Z	J	O	F
2	T	I	L	K
3	H	A	N	R
4	Y	X	W	C

is listed only as an abbreviation or symbol; (5) appears only in the Addenda.

Winning The entry with the highest score wins. In case of a tie, the entry containing the word that comes first alphabetically will win; further ties will be broken in favor of the entry with the word that comes second alphabetically, and so on. Ties between identical entries will be broken by random draw.

Entering Submit your completed grid on a piece of paper or postcard, along with your lists of Across and Down words, and your score. The two lists should be labeled "Across" and "Down," and each list should be alphabetized. Remember to include your name and address. You may enter as many times as you wish, but each entry must be mailed separately. **IMPORTANT:** If you mail your entry in an envelope, you must write your score on the back of the envelope and circle it. —S. M.

Mail your entry to: Foursquare, GAMES Magazine, 1350 Avenue of the Americas, New York, NY 10019. Entries must be received by April 1, 1987.

EVENTS

If you plan to attend any of the following events, write or call to check entry fees, dates, sites, eligibility, etc. Include a SASE with your request. If you know of other events suitable for this column, write to Events, c/o GAMES.

FEBRUARY

DAY OF THE MONTH: FEBRUARY 12

"Robinson Crusoe Day" commemorates the rescue, on this day in 1709, of Alexander Selkirk, a Scottish sailor who was the model for Daniel Defoe's book. Selkirk requested to be put ashore on the uninhabited island of Juan Fernandez after an argument with his captain. Before the ship left, however, he begged to be readmitted but was refused. He was left with a few simple necessities and remained there alone for five years. This is a day to be adventurous and self-reliant.

CRIBBAGE A \$2,500 cash prize will be awarded to the first-place winner of the 7th Annual MGM Open Cribbage Tournament, February 20-22, in Green Bay, Wisconsin. This is the largest cribbage tournament in the United States. Doubles, singles, and second-chance rounds will be played. Entry fee for the main event is \$31. Contact: Bob Miller, MGM Cribbage Tournament, P.O. Box 3777, Green Bay, WI 54303, or call (414) 494-0166.

CROSSWORDS The Second Annual Presenting Baltimore Crossword Open will be held February 27-March 1, at the Lord Baltimore Hotel, in Maryland. The tournament is open to all ages, including junior high, high school, and college age divisions. Cash prizes will be awarded. Contact: Presenting Baltimore, 803 S. Charles St., Baltimore, MD 21230, or call (301) 539-1344.

SCRABBLE Two separate tournaments will be held at the Howard Johnson's Crystal City, in Arlington, Virginia, February 21-22:

- The Washington Open, open to players rated under 1980, is a 10-round event. Cash prizes will be awarded to the top three finishers. Entry fee is \$25. Contact: Charlie Southwell, P.O. Box 3223, Arlington, VA 22203, or call (703) 892-5469. For hotel reservations, call (800) 654-2000.
- The C-Note Special tournament, named for its \$100 entry fee, is open to all players. Cash awards will be 90 percent of entry money. Schedule information as above.

SNAKE SHOW Serpent lovers can slither over to the 27th Annual Rattlesnake Round-up, January 31, in Whigham, Georgia. Snake handling demonstrations, venom extractions, a 10,000-meter rattlesnake run, and a snake hunt are a few of the highlights. Cash prizes are awarded to those who catch the most and the largest snakes. Contact: Whigham Community Club, P.O. Box 499, Whigham, GA 31797, or call (912) 762-4243.

WRITING CONTEST The 10th International Imitation Hemingway Competition challenges scribes to write one page of "bad" Hemingway. The sponsor, Harry's Bar & American Grill, must be mentioned (nicely). Top prize is a dinner for two at Harry's Bar & American Grill in Florence, Italy (round-trip airfare is of course included). Entries must be postmarked by February 16, 1987. The winner will be announced in April. Mail entries to: Harry's Bar & American Grill, 2020 Ave. of the Stars, Los Angeles, CA 90067. For more information, call (213) 277-2333.

MARCH

DAY OF THE MONTH: MARCH 1-31

"Humorists Are Artists Month" (HAAM) encourages the recognition of humor as an art form. Sponsored by Lone Star Publications of Humor, HAAM is commemorated by: writing a letter of appreciation to your favorite professional funny person; visiting a comedy club; seeing a humorous film or play; reading humorous books; and supporting humor with laughter and money.

BRIDGE The Spring North American Championships will take place March 6-15, at the Adams Mark Hotel, in St. Louis, Missouri. Among the nationally rated events will be men's pairs, women's pairs, open pairs, and the Vanderbilt knockout teams. Fees range from \$5 to \$40. Contact: ACBL, 2200 Democrat Rd., Memphis, TN 38116, or call (901) 332-5586.

CHESS A \$20,000 prize fund is offered to chess players with the best "moves" at the 1987 National Open, March 13-15, at the Imperial Palace Hotel in Las Vegas, Nevada. There will be two sections, open and reserved. Contact: Fred Gruenberg, 2035 West 110th Pl., Chicago, IL 60643.

CONFERENCE The 13th Annual Meeting of The Association for the Anthropological Study of Play (TAASP) will take place March 25-28, in Montreal, Quebec, Canada. Open to all individuals with a professional interest in the study of play, discussions will include anthropology, recreation, human kinetics, games, dramaturgy, and symbolic play. The fee is \$25. Contact: Jay Mechling, American Studies Program, University of California, Davis, CA 95616, or call (916) 752-3377.

GAME CONVENTIONS

- CoastCon X, which will be held March 27-29 at the Gulf Coast Convention Center, in Biloxi, Mississippi, will feature guest writers and artists, gaming tournaments, a costume contest, and a scavenger hunt. Fee is \$20. Contact: CoastCon, P.O. Box 1423, Biloxi, MS 39533.
- At PrinceCon XII, March 13-15, adventure gamers are given one character to run for the entire weekend. The convention will be held at Princeton University, in Princeton, New Jersey. Fee is \$10. Contact: Simulation Games Union, 216 Edwards Hall, Princeton University, Princeton, NJ 08544, or call (609) 734-7335.

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★ W I L D C A R D S ★

EDITED BY MIKE SHENK

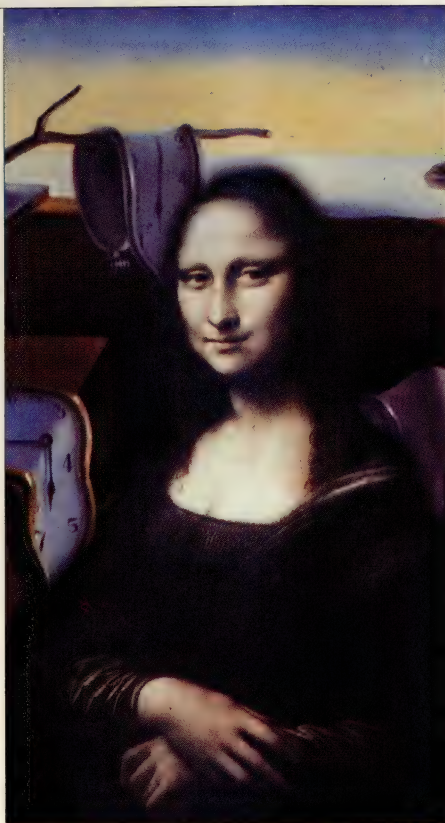
IN OTHER WORDS ITALIAN 101

You don't need to know Italian to take this test—just match the 15 Italian words (1–15) with their English translations (a–o), and see if you aren't surprised at just how much Italian you know.

1. *abecedario*
2. *attacco aereo*
3. *bottone automatico*
4. *calligrafia*
5. *cane poliziotto*
6. *chitarra havaiana*
7. *disco volante*
8. *fantascienza*
9. *giardino d'infanzia*
10. *nave da guerra*
11. *pomo d'Adamo*
12. *romanzo rosa*
13. *scorta d'onore*
14. *specchio retrovisore*
15. *spina dorsale*

- a. Adam's apple
- b. air raid
- c. backbone
- d. battleship
- e. bloodhound
- f. flying saucer
- g. handwriting
- h. honor guard
- i. kindergarten
- j. love story
- k. rear-view mirror
- l. science fiction
- m. snap
- n. spelling book
- o. ukulele

—Ruth Freedman



TRIVIA DAYS OF OUR LOVES

Love has been a favorite topic for TV programmers from the beginning of broadcasting. But only a handful of shows have actually used the word LOVE or LOVES in their titles. We came up with 14 such shows. Can you do better?

—Andrea Carla Michaels

NUMBER PLAY THE WHEEL THING

Wheeler's Toy Store has a number of bicycles, tricycles, and wagons in stock. If there are an equal number of tricycles and wagons, and a total of 60 pedals and 180 wheels, how many wagons, tricycles, and bikes are there in the store?

—Raymond D. Love

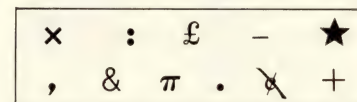
WORDPLAY SIGN LANGUAGE

Each of the words (1–10) below can be completed by filling in the blank with one of the symbols in the box. For example, by filling "c" in INNO ____ we get INNOCENT.

Can you complete all 10?

Ex. INNO c

1. SUR ____
2. ____ ONTIST
3. PAS ____
4. ____ NDEER
5. EX ____
6. ____ LOT
7. DA ____ DLY
8. ____ EL
9. ____ CULE
10. S ____ BOX



—Theresa Sweeney

FOR THE RECORD SORRY STATES

With two exceptions, the name of every state contains consecutive letters that spell one or more two-letter postal state abbreviations, either its own or another. For example, IOWA contains WA (Washington). Can you name the two exceptions?

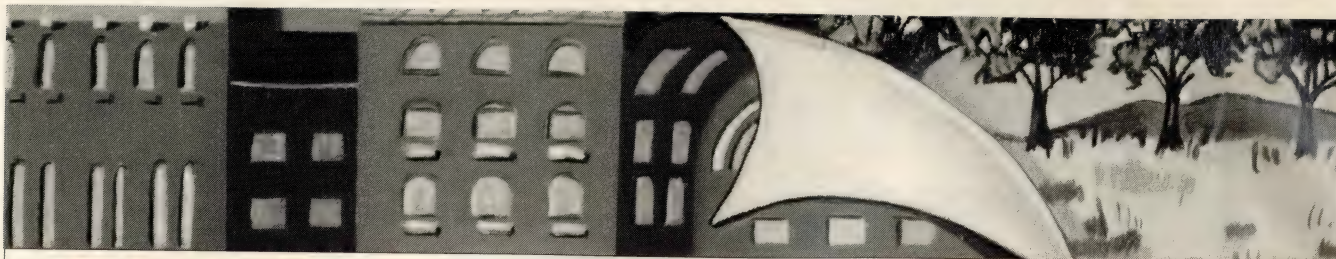
—Len Elliott

LOGIC THE BOY NEXT DOOR

Standing in a row along Arden Avenue are eight houses, numbered from 1 to 8. In each of them lives a teenager. Audrey, whose house number is greater than 2, lives next door to her boyfriend, Adam. Beatrice, whose house number is greater than 5, lives two doors away from

her boyfriend, Benedick. Celia, whose house number is greater than Benedick's, lives three doors away from her boyfriend, Charles. Diana, whose house number is less than 4, lives four doors away from her boyfriend, Dennis. Who lives in which house?

—S. M.



TRIVIA

POLICE BACKUP

In detective stories, the private eyes or amateur sleuths may catch the killers, but they still need the help of a real police officer to make the arrest. Can you match the sleuths at right (1–9) with the official policemen (a–i) featured in their stories?

—Steven Wienke

1. Jessica Fletcher
2. Mike Hammer
3. Sherlock Holmes
4. Ellery Queen
5. Jim Rockford
6. Rick and A. J. Simon
7. Simon Templar
8. Lord Peter Wimsey
9. Nero Wolfe

- a. Sergeant Dennis Becker
- b. Lieutenant Downtown Brown
- c. Captain Pat Chambers
- d. Inspector L. T. Cramer
- e. Inspector Lestrade
- f. Inspector Charles Parker
- g. Inspector Richard Queen
- h. Chief Inspector Claud Teal
- i. Sheriff Amos Tupper

AUNT HILDEGARDE

AT AUNT RHODA'S

The last time we saw Aunt Hildegard, she'd been to visit Aunt Samantha and had arrived back home liking mascara but not rouge, miniskirts but not sarongs, and detergent but not bleach. That's because Aunt Hildegard prefers things that have the same word structure as the relative she's seen most recently. And SAMANTHA, MASCARA, MINISKIRTS, and DETERGENT are all words that contain only one of the five vowels.

Most recently, Aunt Hildegard has been to see Aunt Rhoda, and now she has a brand new list of likes and dislikes. Can you figure out what's guiding her preferences now?

She likes TAURUSES, but not CAPRICORNS.

She types in PICA, but not in ELITE.

She likes ALPHABET SOUP, but can't stand MINESTRONE.

She sees CHIROPRACTORS, but not OSTEOPATHS.

She likes to visit PHILADELPHIA, but never goes to BALTIMORE.

She enjoys MUSICALS, but has no interest in MELODRAMAS.

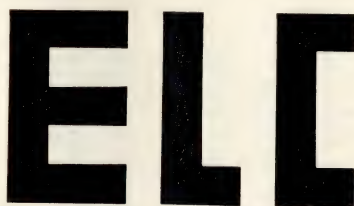
She likes NUDISTS, but not OVERDRESSERS.

—David Diefendorf

LOOK

LIFE OF E'S

Below are a large letter E and two other figures. Can you combine all three figures (rotating them as much as you like, but not flipping or overlapping them) to form another E of the same shape as the first? The new E may be any size, as long as its shape is the same as the E shown.



—Bob Stanton

NUMBER PLAY

SIX MIX

Can you fill in each of the boxes at right with a digit from 1 to 6, using each *exactly once*, to make the multiplication work? The solution is unique.

—Karen Nimmons

WORDPLAY

ODDS AND EVENS

Lex and Connie are playing a word game. Lex thinks of a four-letter word which Connie tries to guess. For each of her guesses, Lex determines how many letters Connie's got in the right position. (For example, if the word were WORD, then ROAD would have two right letters—the O and the D.) Lex, however, reveals only whether the number is odd or even (with 0 considered even). Here are the results of eight guesses by Connie, enough information for her to determine the word. What is the word?

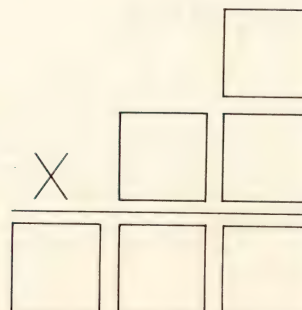
EVEN

LION
MAIN
PAIL
POOR

ODD

COAL
SOAR
SOON
SPAN

—Ganey Mentes



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ANSWERS

44 LOGIC

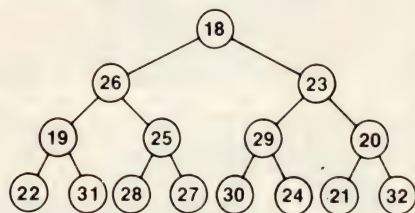
To London, To London

Alison traveled by coach and visited the fishmonger. Dora, who came by brougham, went to the bookseller's. Griselda, who rode in the dray, went to the clothmaker's.

Bus Business

The buses and their respective drivers are:

- 18 Mr. Lee
- 19 Mr. Jackson
- 20 Mrs. Gibson
- 21 Mr. Abbott
- 22 Mr. Roberts
- 23 Mrs. Tate
- 24 Mrs. Hoffman
- 25 Mrs. Breidecker
- 26 Mr. Norris
- 27 Mrs. White
- 28 Mr. Martin
- 29 Mr. Haynes
- 30 Mr. Stuart
- 31 Mrs. Levy
- 32 Mrs. Kelly



The chart indicates the correct sequence of calls according to bus number; whether numbers are placed to the right or left in each branched pair on the "tree" is arbitrary.

Racing Form

	Horse	Jockey	Owner
1st	Lead Head	Stark	Lewis
2nd	Fool's Foal	Wagner	Phelps
3rd	Snail's Pacer	Upton	McKee
4th	Molasses	Rogers	Jordan
5th	Rusty Nails	Vogel	Novak
6th	Silly Filly	Thomas	Kaiser

40 FAMILY FOOD

The correct sequence is: A, I, L, E, B, F, H, J, K, G, D, C. Photo A was taken before breakfast, and photo I after (fewer muffins, less milk, orange juice, and butter). Photo L was taken while lunch was being made (salami, bacon, and Coke missing, fewer eggs and tomatoes). Photo E was after lunch (some salami is gone, lettuce is cut in half, bacon package opened, Coke, mustard, and mayonnaise have been used). Photo B was taken after a between-meals snack of fruit, a banana, and cheese; in photo F only a can of 7-Up is missing. Some new groceries have been added in photo H (chicken, donuts, broccoli, and wine). During photo J, dinner was being prepared, largely with the products just purchased (the chicken and wine are missing, as is part of the broccoli). Photo K was taken during dinner, with the same items missing as in photo J, along with the 7-Up and the butter. After dinner, photo G shows the cooked chicken returned to the refrigerator, as well as a shorter butter stick. Photo D was taken during a healthful after-dinner snack of bananas and fruit, while photo C shows a not-quite-so-healthful late-night snack of milk and donuts.

34 DOUBLE CROSS

- | | |
|----------------------|------------------|
| A. UNSWAVED | N. ATHENA |
| B. NEWTS | O. STEPHEN |
| C. THE SHINING | SONDHEIM |
| D. EXPUNGE | P. UNDER THE |
| E. RIDDLED | Q. RAINBOW |
| F. MYOPIA | R. YUGOSLAVIA |
| G. ETHEL MERMAN | S. OBADIAH |
| H. YOU BET YOUR LIFE | T. FISHY |
| I. EL PASO | U. HOUND |
| J. ROTHSCHILD | V. UPSHOT |
| K. TIGHTS | W. MUFTI |
| L. RHINESTONE | X. O. J. SIMPSON |
| M. EPHESIANS | Y. RABID |

It was probably Thomas Hood—although the lines are sometimes attributed to Samuel Johnson . . . who excused his passion for punning by saying:

If I were punished
For every little pun I shed,
I'd hie me to a punny shed
And there I'd hang my punnish head.
—(Louis) Untermeyer, *Treasury of (Great) Humor*

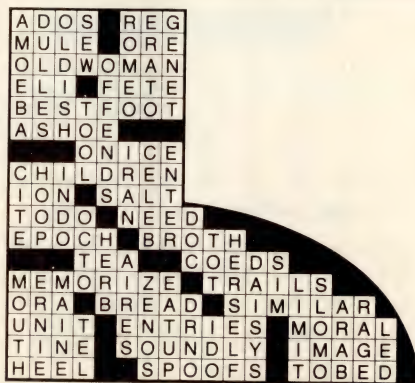
30 INGENIOUS INVENTIONS

- Venetian blindfold
- Golf club sandwich
- Corkscrewdriver
- Steamroller coaster
- Totem pole vault
- Shuttlecocktail
- Tea bagpipes
- Six-pack mule
- Jack-in-the-box kite
- Flashlighthouse
- Mousetrapeze
- Swimming pool table

48 WIT TWISTERS

- Maneless, maleness, lameness, nameless, salesmen
- Deist, diets, tides, edits
- Aspired, praised, despair, diapers
- Cautioned, auctioned, education
- Casper, recaps, crapes, escarp, pacers, capers, scrape, spacer
- Tires, tries, rites
- Please, asleep, elapse
- Pirates, parties, traipse, pastier, piaster

29 FULL HOUSE



35 COMMON STOCK

- U.S. States:
UTAH (nuthatch)
IOWA (disavowal)
MAINE (mariner)
OREGON (foregone)
- Forms of precipitation:
SLEET (supplement)
RAIN (ration)
HAIL (handbill)
SNOW (sundown)
- Santa's reindeer:
DASHER (dishwasher)
CUPID (bicuspid)
COMET (compete)
DANCER (advancer)
- Stringed instruments:
LYRE (glycerine)
VIOLIN (violation)
HARP (hairpiece)
LUTE (blustery)
- Meats:
BACON (backbone)
LAMB (flammable)
PORK (patchwork)
BEEF (bereft)
- Chesspieces:
ROOK (roadblock)
PAWN (splashdown)
KING (skintight)
QUEEN (equestrienne)

23 RHYME AND REASON

- Swept (pest + W)
- Baker (bark + E)
- Plaids (sapid + L)
- Cater (race + T)
- Rhine (hire + N)
- Stitch (chits + T)
- Shriek (hiker + S)
- Guessed (segued + S)
- Shaking (asking + H)
- Whitest (theist + W)
- Smash (hams + S)
- Fleas (safe + L)
- Sleighs (gishes + L)
- Wicket (twice + K)
- Tepee (pete + E)
- Groan (rang + O)
- Anchor (ranch + O)
- Pastor (ports + A)
- Preach (parch + E)
- Third (dirt + H)
- Dancer (cadre + N)
- Flavor (flora + V)
- Prime (ripe + M)
- Boast (stab + O)
- Royalty (taylor + Y)
- Score (rocs + E)
- Wrinkle (rewink + L)
- Sleuth (lutes + H)

The quotation by Oscar Wilde: "Only the shallow know themselves."

43 EYEBALL BENDERS

- Gasoline pump
- Camera
- Band-Aid
- Tea bag
- Credit card
- Can of tennis balls
- Soda can
- Box of rice
- Airplane emergency exit card



WEALTH AND POWER

IN JUST 90 DAYS!

Dear Friend

Not too long ago I lost my business and along with it all of the money I had made in the last 10 years. It got to the point that I didn't even have enough money to pay for rent and of course my car was repossessed not to mention that I ended up in debt for over \$200,000.00, and the list goes on.

PAY ATTENTION TO WHAT I AM GOING TO TALK TO YOU ABOUT, if you ever had any money and then suddenly lost it all, you know how I felt. If you don't have any money now or not enough to get by on, you know what I am talking about. It is a horrible feeling. My credit was shot, I lost all of my friends and my dreams became nothing more than a dream. The fact of the matter was that I was broke, very broke and that I was going nowhere fast.

I am not trying to make you feel sorry for me, after all I got out of debt and in the last six months I have bought a brand new Rolls Royce, a boat and a house worth over half a million dollars and I paid for it all with cash, and I don't work more than four hours a day, from Monday to Thursday, best of all I don't have to answer to anyone and I have lots of time to do the fun things I enjoy. I am also NOT trying to impress you with my magic.

MY SUCCESS CAME AS THE RESULT OF MY RESEARCH INTO ALL OF THE THINGS THAT CAUSED ME TO MAKE MONEY PRIOR TO LOSING IT, except I have simplified them and it has only taken me six months to get back on my feet and make more money than I ever dreamed of. Had I not found the way to making money fast, god knows what would have happened to me and my family.

Today I enjoy a line of credit with my bank of \$1,000,000.00 and I also own a couple of income properties, so that no matter what happens I will always have enough income to support my family and never have to work one more day of my life. All of this in eight months, not to bad for only sixteen hours work per week.

By now you are probably wondering if, YOU CAN DO IT TO! and frankly my friend it does not matter, what your education, social status, or position in life is, THE ONLY PREREQUISITE TO MAKE MY FORMULA WORK FOR YOU IS... THAT YOU HAVE TO WANT MORE MONEY THAN WHAT YOU HAVE NOW. It's Just as simple as that. You can be poor today and in three months from now you can have all the money and properties you want or need and most important of all you will have peace of mind and financial security for you and your family. My secret will change your life, and all you have to do is to put it to work for you.

THIS SECRET IS INCREDIBLY SIMPLE, anyone can use it and it takes practically no money to start. You don't need any special training or even a high school education. It does not matter how young or old you are and the beauty of it is that once, in motion it will work for you even when you are off vacationing somewhere. Let me tell you more about this fascinating money idea. **WITH THIS SECRET THE MONEY WILL START ROLLING IN FAST, AND DEPENDING ON YOU, YOU MAY START CASHING IN ON IT OVERNIGHT. If you can follow simple instructions you can get started in a single afternoon.**

WHY, YOU MAY ASK, AM I WILLING TO SHARE THIS SECRET WITH YOU? TO MAKE MONEY? Hardly. First I already have all the money and possessions I'll ever need, second I am not looking for anyone to compete with and third, nothing would be more satisfying to me than to find out that with my secret some one else was able to realize their dreams, with this Golden Opportunity and to get in on it quickly. **Besides, when I was flat broke and the world seemed to have come to an end I would have wished to have had some one share a secret like this with me.**

One of the best things about the whole idea is that you can do it at home in your spare time. You don't need equipment or an office. It does not matter where you live either. You can use this secret if you live in a big city or on a farm or somewhere in between. **A GIRL ONLY 20 YEARS OLD USED MY SECRET AND HAS MADE OVER \$60,000.00 IN JUST 90 DAYS, NOT TO MENTION THAT SHE HAS A NEW CAR AND A LINE OF CREDIT WITH HER BANK FOR \$45,000.00.**

You can use this secret no matter how old or how young you are. There is no physical labor involved and everything is so easy that all you need is to follow simple, easy, step by step instructions. I personally know a man that has made \$100,000.00, was able to get a \$150,000.00 interest free loan and \$50,000.00 worth of insurance policy without paying a nickel for it, in just six months.

You will be able to raise \$60,000.00 or more overnight for whatever you need to pay no interest on it. And best of all you can keep it for as long as you want.

With my money secrets, you never have to try to convince anyone of anything. My system has nothing to do with door-to-door sales, and telephone solicitation, some fancy real estate transaction or anything else that involves personal contact.

My secret is perfectly legal and honest. You will be proud of how you are making money, what you are doing and the valuable results.

It will take you about two hours to get the idea. After that everything is almost automatic. After you get started you will be able to maintain a steady pace and look for investments and perhaps even businesses to enhance your wealth.

PROOF

Are you skeptical? that simply shows your good business sense. Well here is proof from people who have put this amazing secret to use and have gotten all the money they ever desired, I am only using their initials for privacy. I have their testimonials in my files.

\$19,000.00 in one month.

"All I can say is that your plan is great! In just one month I have seen more money go through my hands than ever before".

T.M., New York, NY.

\$250,000.00 net worth in 120 days.

"I was able to raise over \$500,000.00 in 120 days which gave me a net worth of just over \$250,000.00".

M.L. Houston, TX

WHAT IS REQUIRED TO START? Nothing but my step by step detailed book. . . A person virtually without a shirt on their back could do it. You will of course have to put the plan into motion-but that is both fun and easy and totally accomplished from the comfort of your own home. (I must mention that, no one will come to your home).

Finally, let me make this clear. Once you have my book, **THAT IS ALL YOU NEED TO GET GOING!** I have nothing else to sell you, I got out of misery with it and if I did it so can you. "Your purchase of this extraordinary book is **NOT** a "foot in the door" to get you to buy some other expensive "course" or whatever. . . My book is all you need from me, and you'll be on your way.

As you can tell by now, I have come across something pretty good. I believe I have discovered the sweetest-big-money-making secret that you could ever imagine. **And remember I guarantee it.**

Most of the time, it takes money to make big money. This is the exception. With this secret you can start in your spare time with almost nothing. But of course, you don't have to start small or stay small. You can go as fast as you want and as far as you wish. The size of the empire you can build is up to you. I can't guarantee how much you will make with this secret but I'll tell you this. **"SO FAR THIS AMAZING MONEY PRODUCING SECRET MAKES THE PROFITS FROM MOST OTHER IDEAS LOOK LIKE PEANUTS".**

Now that I have completed explaining my secret money making book, you can be on your way to a better life. **ORDER YOUR COPY NOW.**

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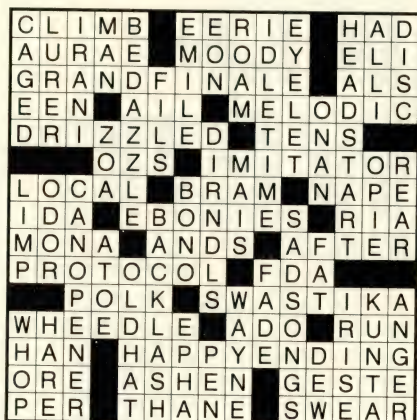
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Thank You.

27 TO THE LETTER



32 DSZQUPHSBNT!

1. CRYPTOON. "Either we've just discovered a new species of dinosaur, or we're about to be chased by the largest dog in existence."
2. VALENTINE NOTE. A man always remembers his first love with special tenderness, but after that he begins to bunch them.—H. L. Mencken
3. SHORT SUBJECTS. Some cinema screens have gotten so puny that when the movie's bad, it's tempting to get up and try to change the channel.
4. WHO KNOWS? The modern-day groundhog spends February second inside, watching old Lamont Cranston movies on his VCR.
5. NIGHT SCHOOL. Mr. Hyde grew insane with jealousy because his alter-ego, Dr. Jekyll, had earned a doctorate degree.
6. MADE FOR EACH OTHER. Homely marsupials meet identical mates while hanging upside-down from trees, proving that opossums attract.
7. EASY CLUES. Expert solver took seventeen seconds to complete complex crossword, free of errors, to set new word record.

38 WACKY WORDIES

Contributors, whose names appear in parentheses following their answers, will each receive a GAMES T-shirt. When the same rebus was submitted by more than one person, one name was chosen at random.

- 1a Buckle up (Elizabeth Swain, Vincennes, IN)
- 1b In between jobs (Ryan Spain, Seattle, WA)
- 1c "Three Little Pigs" (Linda Duncan, Hartsdale, NY)
- 1d Division of labor (Betsy Sirk, Silver Spring, MD)
- 1e Bathtub ring (Keith Moyer, Big Piney, WY)
- 2a "Smoke Gets in Your Eyes" (Ed Gardner, Winter Park, FL)
- 2b Growing older (Bub Bufford, Tempe, AZ)
- 2c Baseball double-header (Noble Reasoner, Bloomington, IN)
- 2d Postscript (Jerry N. Carolson, Old Bethpage, NY)
- 2e My cup runneth over (Ken H. MacLeish, Manheim, PA)
- 3a Coffee break (Betsy Sirk, Silver Spring, MD)
- 3b Mixed company (Noble Reasoner, Bloomington, IN)
- 3c A fistful of dollars (Tim Cooper, Tuscaloosa, AL)
- 3d Microwave ovens (Brian Misialek, Chicago, IL)
- 3e "Accentuate the Positive" (Barbara Nestingen, Milwaukee, WI)
- 4a Come out with your hands up! (Ryan Spain, Seattle, WA)
- 4b Freudian slip (Evanne Kofman, Phoenix, AZ)

27 BOXCARS

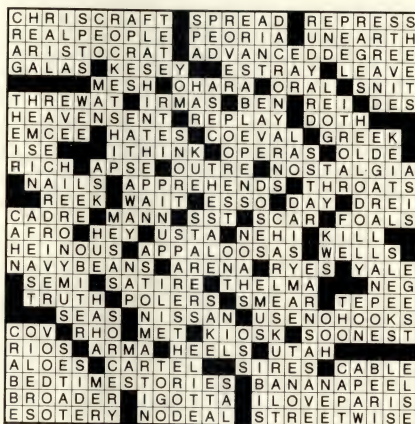
Your order of answers may vary.

1. ADDLED
2. ARCHER
3. BEGONE
4. BUDGET
5. CAPTOR
6. CATSUP
7. DONATE
8. HUBBUB
9. KITTEN
10. LITANY
11. MARGIN
12. RATION
13. TABLET
14. TEETHE
15. WINNOW

29 FULL HOUSE STARTING SQUARE

The answer to 1-Across begins in the first square of the top row.

37 OLD, NEW AND IN-BETWEEN



- 4c *The Good, the Bad, and the Ugly* (Jerry N. Carolson, Old Bethpage, NY)
- 4d By and large (Monica Tenniel, Cudbury, CT)
- 4e High five (John McCann, Chicago, IL)
- 5a Sidestepping the issue (Evanne Kofman, Phoenix, AZ)
- 5b Flat broke (Barbara Nestingen, Milwaukee, WI)
- 5c Balance of power (Donna Roberts, North Miami Beach, FL)
- 5d Good up to a point (Edward Ridler, Depew, NY)
- 5e Three strikes, you're out! (Betsy Sirk, Silver Spring, MD)
- 6a Close shave (Barbara Nestingen, Milwaukee, WI)
- 6b Five o'clock shadow (Caroline Ellis, Arlington Heights, IL)
- 6c *Last of the Red Hot Lovers* (Jerry N. Carolson, Old Bethpage, NY)
- 6d Vegetable shortening (Humphrey Dudley, Denver, CO)
- 6e Repeating decimal (Alex Knight, Los Angeles, CA)
- 7a Outer limits (Betsy Sirk, Silver Spring, MD)
- 7b Upward mobility (Jerry N. Carolson, Old Bethpage, NY)
- 7c Second cousin once removed (Norma Holzhauser, Gillett, AR)
- 7d In a holding pattern (Ken H. MacLeish, Manheim, PA)
- 7e Tax on capital gains (Noble Reasoner, Bloomington, IN)

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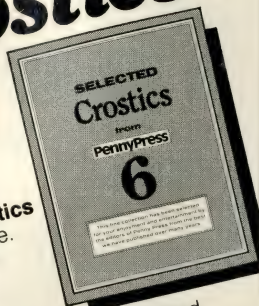
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Caution: this game is a danger to your I.Q.!

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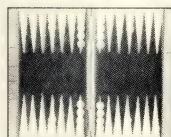
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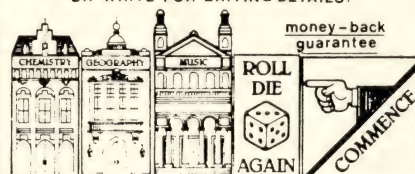
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ISHI PRESS INTERNATIONAL, Dept. G2

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Mountain View, CA 94043

33 CRYPTIC CROSSWORD 1

ACROSS

- 1 Diva (avid)
- 5 Feminist (I'm finest)
- 9 Fungi (fun + GI)
- 10 Spot (S + pot)
- 11 Nineties (Einstein)
- 12 Eagle (sEA GLeams)
- 13 Burr (burro - o)
- 14 Superior (prior use)
- 16 Median (mined a)
- 17 Eclectic (c + elect + l + C)
- 19 Stand out (Dan + stout)
- 21 Thesis (the + sis)
- 22 Entrance (two meanings)
- 24 Sumo (sum + o)
- 25 Adieu (die + Au)
- 27 Strident (dirt sent)
- 28 Into (pinto - p)
- 29 Event (even + t)
- 30 Contused (stud once)
- 31 Each (ache)

DOWN

- 2 Imprudent (impudent + R)
- 3 After-dinner mint (remind fat intern)
- 4 Snug (guns)
- 5 Finesse (fines + S + E)
- 6 Manipulate (put a male in)
- 7 *Nutcracker Suite* (a rut recue St. Nick)
- 8 Steno (Stone)
- 15 Announcers (cannon sure)
- 18 Idiomatic (idiotic + ma)
- 20 Treated (tread + E.T.)
- 23 Nitro (I + torn)
- 26 Idea (timID EArthling)

33 CRYPTIC CROSSWORD 2

ACROSS

- 1 Rallying (ally + ring)
- 5 Scrape (Pacers)
- 10 Bustles (bust + Les)
- 11 Ennoble (whEN NO BLEssing)
- 12 Units (U. + tin + S)
- 13 Interpret (Erté print)
- 14 Degenerative (Evita + reneged)
- 17 Predetermine (red + pet + ermine)
- 23 Man-eating (mane + giant)
- 24 Cutie (cut + i.e.)
- 25 Asinine (as + I + nine)
- 26 Eardrum (a murder)
- 27 Extant (Texan + t)
- 28 Esteemed (tested me)

DOWN

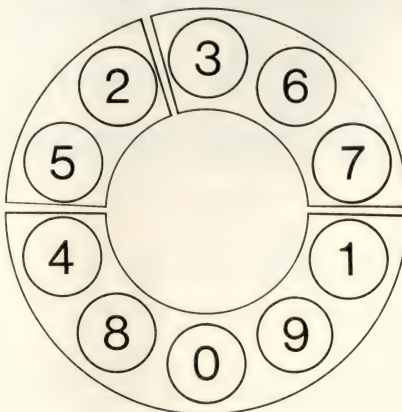
- 1 Rebounds (eb + rounds)
- 2 Listing (two meanings)
- 3 Yelps (yes + LP)
- 4 Nastier (tears in)
- 6 Contriver (vector in + R)
- 7 Auburn (Au + burn)
- 8 Erects (elects)
- 9 Sextet (set + ex + t)
- 15 Narration (ran + ration)
- 16 Redeemed (deem + reed)
- 18 Drivel (drive + L)
- 19 Tigress (Tigris)
- 20 Interim (in + timer)
- 21 Impale (imp + ale)
- 22 Insist (raisINS IS Taken)
- 24 Curve (cure + V)

FAKE AD

The Fake Advertisement announced in the Table of Contents was for Air Tomorrow and appeared on page 50. Idea by Robert Leighton. Illustration by Phil Marden. Photograph by Nick Koudis.

28 POLISH YOUR WITS

1. Number Ring



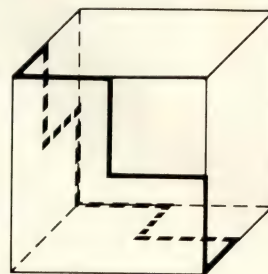
$$52 \times 367 = 19,084$$

2. Cornering the King

Queen King

1. a2 c1
2. b3 d2
3. b1 c3
4. a2 d3

3. Loop the Loop



WILD CARD ANSWERS

ITALIAN 101

- 1-n, spelling book
- 2-b, air raid
- 3-m, snap
- 4-g, handwriting
- 5-e, bloodhound
- 6-o, ukulele
- 7-f, flying saucer
- 8-l, science fiction
- 9-i, kindergarten
- 10-d, battleship
- 11-a, Adam's apple
- 12-j, love story
- 13-h, honor guard
- 14-k, rear-view mirror
- 15-c, backbone

Adapted from Words, Ltd., Molokai, HI 96742.

SORRY STATES

The two exceptions are Kansas and Texas.

DAYS OF OUR LOVES

Bridget Loves Bernie
Finder of Lost Loves
Get Christie Love
I Love Lucy
Joanie Loves Chachi
Love, American Style
The Love Boat
Love Connection
Love Is a Many Splendored Thing
Love of Life
Love on a Rooftop
Love, Sidney
Love That Bob
The Many Loves of Dobie Gillis

THE BOY NEXT DOOR

The teenagers live in the houses as follows:
 1—Diana; 2—Adam; 3—Audrey; 4—Charles;
 5—Dennis; 6—Benedick; 7—Celia; 8—Beatrice.

THE WHEEL THING

There are 24 wagons, 24 tricycles, and 6 bicycles.

SIGN LANGUAGE

1. Surplus (+)
2. Periodontist (.)
3. Pastimes (X)
4. Commandeer (.)
5. Expound (£)
6. Pilot (π)
7. Dastardly (★)
8. Colonel (:))
9. Minuscule (—)
10. Sandbox (&)

POLICE BACKUP

- 1-i, Sheriff Amos Tupper
- 2-c, Captain Pat Chambers
- 3-e, Inspector Lestrade
- 4-g, Inspector Richard Queen
- 5-a, Sergeant Dennis Becker
- 6-b, Lieutenant Downton Brown
- 7-h, Chief Inspector Claud Teal
- 8-f, Inspector Charles Parker
- 9-d, Inspector L. T. Cramer

AT AUNT RHODA'S

Aunt Hildegard likes words and phrases beginning with the name of a Greek letter (for example, TAURUS, PICA, etc.).

LIFE OF E'S

The pieces are arranged as shown:



SIX MIX

$$\begin{array}{r} 3 \\ \times 54 \\ \hline 162 \end{array}$$

ODDS AND EVENS

The word is MOON.

ANSWERS

25 MOVING RIGHT ALONG

- | | |
|------------------|-----------------------|
| 1. Vanilla | 8. Van Nuys |
| 2. Van Buren | 9. <i>Vanity Fair</i> |
| 3. Vancouver | 10. Van Gogh |
| 4. Vanderbilt | 11. Vantage point |
| 5. Vandalism | 12. Vanzetti |
| 6. Vanishing act | 13. Van Halen |
| 7. Vanna White | 14. Vandyke |

26 PEER GROUP

- | | |
|--------------------|-----------------------|
| 1. Stevie Wonder | 6. Elton John |
| 2. Woody Allen | 7. Jacqueline Onassis |
| 3. Teddy Roosevelt | 8. John Lennon |
| 4. George Burns | 9. Charlie McCarthy |
| 5. Gloria Steinem | |

Credits: All photos except #6 courtesy of UPI/Bettmann Newsphotos; #6 courtesy of Phillip Olerenshaw/Star File.

25 BREAKING INTO SONG

E	R	A	S	E	T	A	F	T	P	A	S	T
B	A	S	T	E	A	R	L	O	E	M	M	Y
B	R	E	A	K	U	P	T	O	M	A	K	E
S	E	A	R	P	E	S	T	C	O	N	G	O
B	E	S	S	I	S	E	E					
N	O	B	O	D	Y	P	L	U	S	M	G	M
E	N	L	A	I	I	L	L	N	E	R	O	
H	E	A	R	T	B	R	E	A	K	H	O	T
R	I	N	D	A	E	C	E	R	R	E	D	
U	S	C	A	C	H	E	B	A	T	O	N	S
A	N	K	A	B	E	T	H					
A	P	A	R	T	S	H	E	A	W	I	T	H
B	R	O	K	E	N	H	E	A	R	T	E	D
L	O	N	I	B	E	N	S	I	S	L	A	M
E	D	E	N	A	S	S	T	S	T	E	N	O

18 THIS & THAT

The pairs represented are:

Nuts & bolts (peanuts; lightning bolts)
 Fair & square (fairground; Times Square)
 Cup & saucer (loving cup; flying saucer)
 Pins & needles (bowling pins; pine needles)
 Cap & gown (bottle cap; formal gown)
 Ball & chain (Ball jar; metal chain)
 Pride & joy (Pride polish; Almond Joy)
 Checks & balances (Chex cereal; balance scale)
 Tooth & nail (saw tooth; nail in board)
 Life & limb (*Life* magazine; tree limb)
 Time & tide (*Time* magazine; Tide detergent)
 Hand & foot (hand of cards; 12-inch ruler)
 Heart & soul (ace of hearts; sole of shoe)

Bed & board (flower bed; wooden board)
 Back & forth (woman's back; fourth of July)
 Buttons & bows (on and off buttons; archery bows)
 Rank & file (sergeant's rank; file cabinet)
 Mix & match (Mick Jagger twice; burning match)
 Wait & see (barbell weight; letter C)
 Track & field (train track; farm field)
 Rock & roll (rock on tracks; dinner roll)
 Bar & grill (candy bar; car grille)
 P's & Q's (peas in pod; pool cues)
 Scotch & soda (Scotch tape; ice cream soda)
 Spit & polish (barbecue spit; nail polish)
 Block & tackle (toy block; football tackle)



BEGINNER

teacher [tē ' char] n. A person who teaches, especially in a school.

INTERMEDIATE

vacation [vā ' kā ' shən] 1. n. A period of time for rest or recreation, away from regular work, study, etc. 2. v. To take a vacation.

ADVANCED

embryo [em ' brō ' ō] n. 1. A plant or animal at its earliest stages, a mammal not yet born. 2. An early stage of anything.

Increasing vocabulary while having fun is not a trivial pursuit.

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GAMES

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LABEL
HERE

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ADDRESS _____

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STATE _____

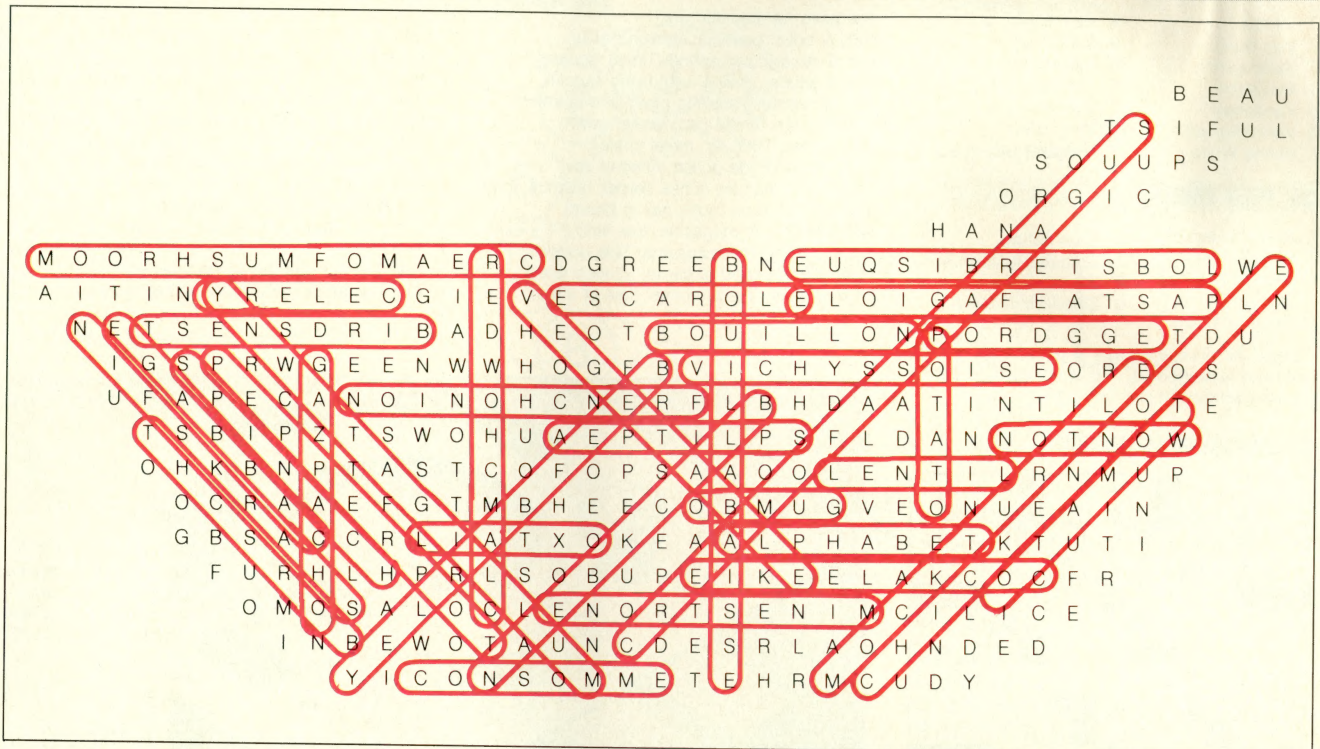
ZIP _____

MAIL TO:

GAMES

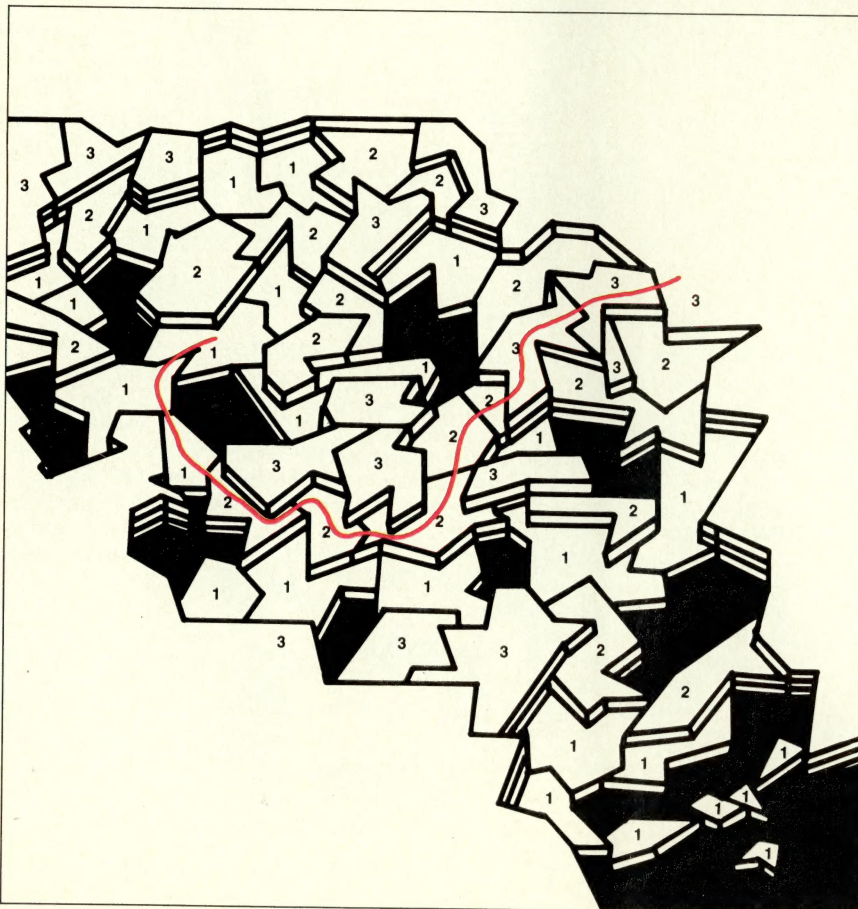
P.O. BOX 10148, Des Moines, Iowa 50340

24 SOUP'S ON!



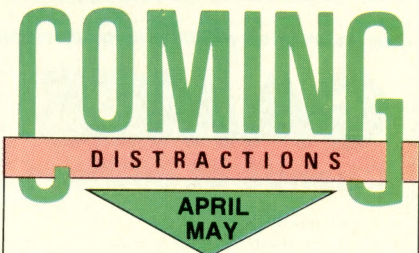
POLAR RESCUE COVER

The correct route is shown. Numbers indicate the number of levels each ice sheet is above the water.



20 THAT'S CHEATING!

The fake cheaters are Offensive Lineman and He's No Dummy.



College Pranks Welcome to some *real* Animal Houses. From Cal Tech to Harvard, here's a history of the funniest, zaniest, most elaborate student hijinks ever perpetrated.

Opening Shots II Identify the images that flicker across your screen during opening credits and name the shows, old and new, that follow them.

Best Test of the West Mosey on over to this cowboy quiz, and see how much you know about how wild and woolly the West really was.

Where's the Catch? Something's very fishy about the unlucky anglers depicted in this hidden image puzzle.

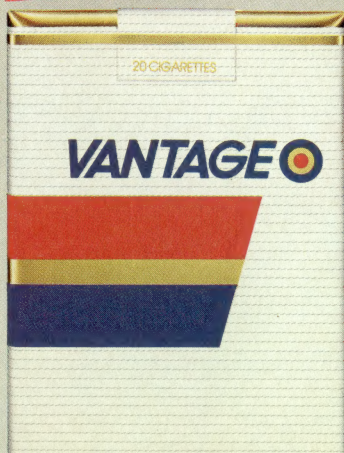
Misguided Tour In this weather-wise logic puzzle, help an absentminded executive reconstruct his business trip—using only weather maps.

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March 10**

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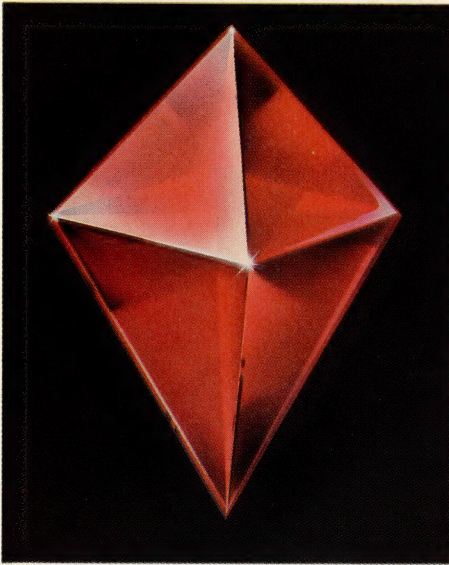


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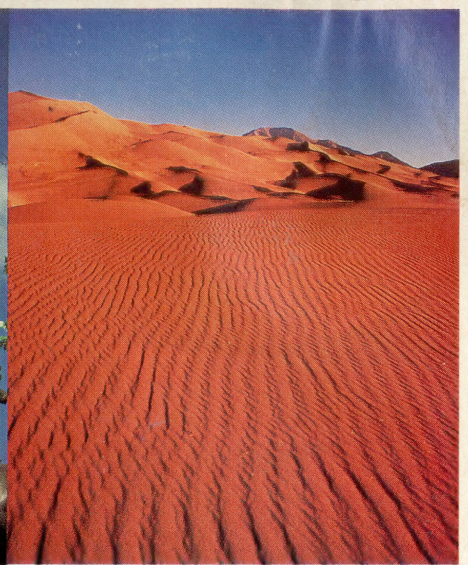
WHERE WILL THE CLUE BE FOR CAESAR'S RUBI UBI?



To find the Rubi Ubi™ you need an Ubi™ clue.



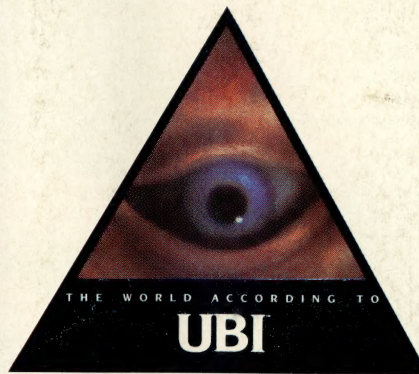
Will it be where Big Ben's bong be?



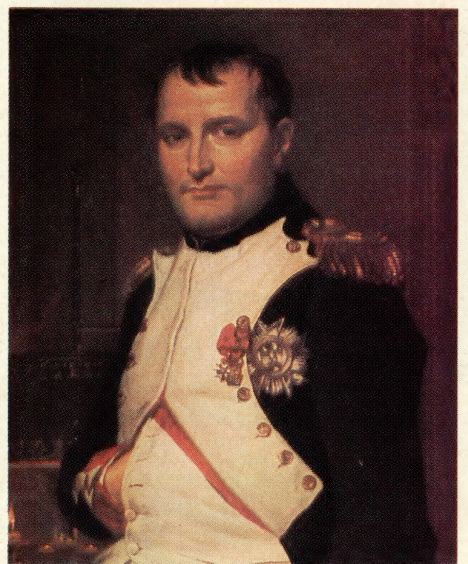
Or will it be where very few be?



Is it where the wild gnu be?



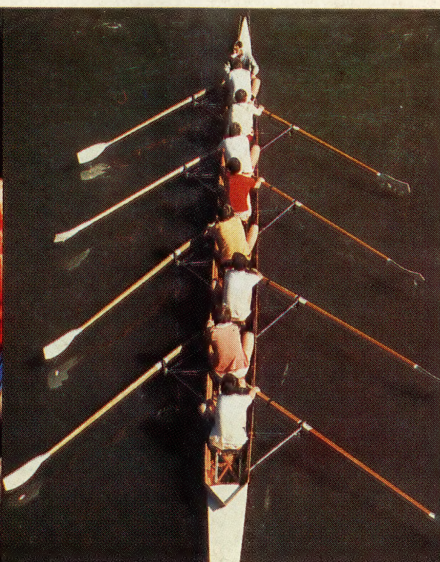
The World According to UBI™ Game.
The latest addition
from the very weird people
who brought you the Trivial Pursuit® Game.



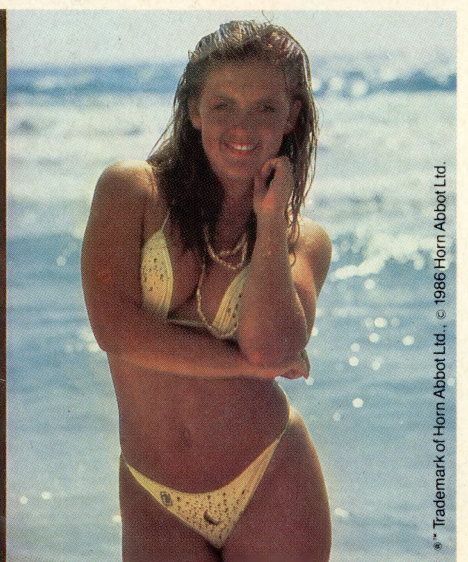
Will it be where Waterloo be?



It may be where the zoo be.



Or where the Cambridge racing crew be.



It could be where Malibu be...